Subject: Re: axis labels in SURFACE all wrong
Posted by davidf on Wed, 19 Jan 2000 08:00:00 GMT

Andrew (noymer@my-deja.com) writes:

> I am making some surfaces using the SURFACE
> command and the X axis label is vertical, as if
> it were the Z axis label, instead of running
> parallel to the axis. The Y axis label is OK,
> but it is too close to the axis.
>
> Has anyone encountered this before?

Ah, yes. Hardware fonts don't rotate in 3D space
for some inexpiable reason, even in PostScript
output. You will have to use either software
fonts (!P.Font=-1) or True-Type fonts (!P.Font=1).

Cheers,

David

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