Hello all.  I've got another problem to ask for advice with.  I could
probably muddle through entirely on my own, but I've learned I know just
the wrong amount of idl to try to do that...I'd end up with unmaintainable
code for sure.  So here goes. My question has to do with viewing a
surface.  It's an isosurface of a binary 3d image.  Right now I generate
it with:

shade_volume, new, .5,vert,poly, /low

and display it with :

scale3, xrange=[0,xr], yrange=[0,yr], zrange=[0,zr],ax=xa,az=za
tv,bytscl(polyshade(vert,poly,/t3d))

The angles and everything work fine, but the problem is that my x-axis
is about twice as long as the other 2, and I'm displaying it in an
800x400 draw widget.  The problem I run into is that as I change the
angles, so that one of the other axes is oriented along the long edge of
the display window, the view is scaled into the window and the result
looks frighteningly comical.  Is there a *really* simple way to fix this?
If not, which approach should I use.  There's a couple of hints I've
gotten looking through the manuals and David's book, but I figured I'd see
if anyone could tell me where to dig before I start digging...

K-Bye,
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