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Subject: Re: IDLgrAxis text scaling

Posted by [Mark Hadfield](#) on Wed, 07 Mar 2001 01:52:17 GMT

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"Rick Towler" <rtowler@u.washington.edu> wrote in message

news:98421f\$lh8\$1@nntp6.u.washington.edu...

> It is late in the day so beware of idiocy....

>

> I don't remember this being so difficult but I have some axes where i set the

> range then set the appropriate x, y , and z coord\_conv values. My axes come

> out fine but the labels are wacked, the characters are huge relative to

> anything else in the scene. Shouldn't the axis object scale the text

> automatically according to the coord\_conv values passed to the axis object?

> Or do I really have to do the text the hard way?

RECOMPUTE\_DIMENSIONS, my good man!

IDLgrText objects have a RECOMPUTE\_DIMENSIONS property that determines when dimensions are recomputed (oddly enough). Read the docs for the gory details, but I believe what you want is for all the text objects associated with your axis to have RECOMPUTE\_DIMENSIONS=2, whereas the default is 0.

Setting this property when you create an object is easy enough, but an IDLgrAxis normally creates the text object(s) for its tick labels behind your back. So here is some code to reset RECOMPUTE\_DIMENSIONS on all text objects associated with an axis:

```
axis->GetProperty, TICKTEXT=oticktext, TITLE=otitle
if obj_valid(otitle) then $
    otitle->SetProperty, RECOMPUTE_DIMENSIONS=2
for i=0,n_elements(oticktext)-1 do $
    if obj_valid(oticktext[i]) then $
        oticktext[i]->SetProperty, RECOMPUTE_DIMENSIONS=2
```

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