Subject: Re: IDLgrAxis and scaling
Posted by Mark Hadfield on Thu, 20 Mar 2003 02:13:37 GMT
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"Thomas Gutzler" <tgutzler@ee.uwa.edu.au> wrote in message
news:3E792137.60009@ee.uwa.edu.au...

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>  Mark Hadfield wrote:
>  Where is the difference between this:
>
>>     self->GetProperty, TICKTEXT=oticktext, TITLE=otitle
>>     for i=0,n_elements(oticktext)-1 do begin
>>        if obj_valid(oticktext[i]) then begin
>>           oticktext[i]->SetProperty, $
>>                RECOMPUTE_DIMENSIONS=self.recompute_dimensions
>>           oticktext[i]->GetProperty, FONT=font
>>           if not obj_valid(font) then $
>>                oticktext[i]->SetProperty, FONT=self.font
>>        endif
>>     endfor
>
>  and that:
>  zaxis->GetProperty, Ticktext=text
>  text->SetProperty, Recompute_Dimensions=1
```

Where does "that" come from? Did I miss a message?

The differences are:

- "that" is a lot shorter

- My code ("this") allows for the possibility that TICKTEXT is an array of IDLgrText object references. When IDL generates tick-text automatically it creates a single object, but it is possible for an array of object references to have been added via the axis's Init or SetProperty methods.

- My code also applies a default FONT property.

- As you noted elsewhere, my code allows self.recompute_dimensions to be set by the MGHgrAxis object's Init or SetProperty methods, but the default is 2. The IDL documentation describes in detail the difference between RECOMPUTE_DIMENSIONS = 0, 1, and 2, but I assumed you could read that for yourself. 2 see,s top do what I want.

--
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