
Subject: Re: IDLgrAxis and scaling

Posted by [David Fanning](#) on Thu, 20 Mar 2003 02:09:30 GMT

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Thomas Gutzler (tgutzler@ee.uwa.edu.au) writes:

```
> I think there is none. The difference is somewhere else:
> In MGHgrAxis::Init:
>   self.recompute_dimensions = $
>   n_elements(recompute_dimensions) gt 0 ? recompute_dimensions : 2
>                                     ^
> Setting Recompute_Dimensions=2 instead of 1 solves it.
```

I was going to recommend this method I use (especially in object graphics) of trying every possible value for every possible keyword, but it seemed, well, inelegant. :-(

Cheers,

David

P.S. Let's just say I'm pretty sure one of those funny cigarettes was being passed around when that Recompute_Dimensions documentation was being written.

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