Fantastic, thanks a lot Chris! So does anyone know what the /LOG
keyword to IDLgrAxis is actually good for?

There are good reasons to want to use object graphics but, in cases
like this, I certainly agree that the reasons are hard to find. While
being able to control object graphics primitives is a feature, this is
one of the worst examples where doing something simple requires a lot
of ingenuity.

Thanks again Chris,
Randall