
Subject: Re: SURFACE layout details

Posted by [paulartcoelho](#) on Thu, 31 Jan 2008 20:27:28 GMT

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- > I think the answer is object graphics, which have enough
- > power to do what you want to do. You could start, for example,
- > with FSC_SURFACE, and then learn how to rotate the axis fonts
- > to your liking:
- >
- > http://www.dfanning.com/programs/fsc_surface.pro
- >
- > This will be a lot more fruitful than making direct graphics
- > jump through these hoops.

i'm new to object graphics, but i'll certainly give it a try. thx a lot david.
