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Subject: Re: how to count on YZ-surface

Posted by [Mariolncandenza](#) on Thu, 25 Sep 2008 18:09:15 GMT

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Well, if Craig's manually intensive solution is the best forthcoming (and should work quite well, really), I'll throw in another one: just generate the figure sideways. Here is the thread where David Fanning explains the magic needed to get the labels oriented correctly:

[http://groups.google.com/group/comp.lang.idl-pvwave/browse\\_thread/thread/ec3b389e0249b188/17142367fce5590c?lnk=gst&q=rotate+labels#17142367fce5590c](http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/ec3b389e0249b188/17142367fce5590c?lnk=gst&q=rotate+labels#17142367fce5590c)

I was very surprised to see that the ORIENTATION keyword accepted by XYOUTS can not be used in AXIS or PLOT.

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