
Subject: Re: "perspective-ized" axis numbering in iSurface
Posted by [Michael Galloy](#) on Thu, 12 Aug 2010 22:42:48 GMT
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On 8/12/10 3:23 PM, James wrote:

> I really don't like how iSurface puts axis labels "in plane" and
> distorts them. At certain combinations of rotation angle and axis
> position they are almost impossible to read. I just want regular old
> undistorted numbers. I couldn't find anything in the axis options to
> control this - is it possible?

Like this?

```
isurface, dist(20)
id = itgetcurrent(tool=tool)
axes_ids = igetid('axis*')
igetproperty, axes_ids[0], ticktext=ticktext
ticktext->setProperty, onglass=1
igetproperty, axes_ids[1], ticktext=ticktext
ticktext->setProperty, onglass=1
igetproperty, axes_ids[2], ticktext=ticktext
ticktext->setProperty, onglass=1
tool->refreshCurrentWindow
```

I don't know of an easier way, though.

Mike

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