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Subject: "perspective-ized" axis numbering in iSurface  
Posted by [James\[2\]](#) on Thu, 12 Aug 2010 21:23:57 GMT  
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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?

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