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Subject: textbaseline property not inherited by IDLgrText when specified in IDLgrAxis?

Posted by [Brian Daniel](#) on Tue, 10 Jan 2012 16:02:50 GMT

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Hi all,

I'm relatively new to object graphics. I've been playing with Michael Galloy's `mg_show_axes.pro` routine and I wanted to extend his ability to reorient the labels to be readable when the user has rotated the axes. I wanted to extend that to the text labels on the axes themselves.

```
Mike uses the textbaseline property of the axis object to do this.
xaxis->setProperty, textbaseline=[(newTransform[2, 2] gt 0 ? 1 : -1),
0, 0]
yaxis->setProperty, textbaseline=[0, (newTransform[2, 2] gt 0 ? 1 :
-1), 0]
zaxis->setProperty, textbaseline=[0, 0, (newTransform[1, 2] gt 0 ?
-1 : 1)]
```

where `newTransform` is the output of the trackball widget. Considering the text object is inherited by the axis object, I thought that this property would apply to the text object as well. Unfortunately, that is not the case. Therefore, in the same location as Mike applies the above transformation, I explicitly change the baseline property of the text object via:

```
xaxis->getProperty, title=xText
yaxis->getProperty, title=yText
zaxis->getProperty, title=zText
xText->setProperty, baseline=[(newTransform[2, 2] gt 0 ? 1 : -1), 0,
0]
yText->setProperty, baseline=[0, (newTransform[2, 2] gt 0 ? 1 : -1),
0]
zText->setProperty, baseline=[0, 0, (newTransform[1, 2] gt 0 ? -1 :
1)]
xaxis->setProperty, title=xText
yaxis->setProperty, title=yText
zaxis->setProperty, title=zText
```

This doesn't work either. Does anyone (cough, Dr. Galloy, cough) have any suggestions? Thanks.

-Brian

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