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Subject: Off-kilter z-axis label in function graphics?

Posted by [David Grier](#) on Sat, 08 Sep 2012 11:22:53 GMT

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Dear Folks,

I've noticed that the z-axis label in three-dimensional function graphics often (always?) is rendered parallel to the x-y plane, rather than being oriented vertically. This isn't at all what I want, and I can't seem to fix it by setting the `text_orientation` property for the axis. As a work-around, I've been omitting the z-axis title and filling in the text with a `text()` object, which is an awful kludge. What's the right way?

This problem cropped up for me with `Plot3D()` and `Volume()` objects in IDL 8.2 on both linux and MacOS. I haven't checked on Windows.

TTFN,

David

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