
Subject: Re: object graphics, exploding axis text, how to fix by explicitly setting char_dims?

Posted by [David Fanning](#) on Fri, 29 Nov 2013 21:16:44 GMT

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jkj writes:

> That leaves me wondering if there are good examples of explicitly computing character dimensions laying around somewhere... and it also leaves me wondering if those of us who work with very-small data values are left at the mercy of something internal to IDL that ignores the possibility of such small-valued data sets.

>

> Any thoughts would be appreciated. If IDL is simply internally deficient with respect to very small data then I should switch to some other method of putting up text. I am able to reliably display text summaries of ranges as a 'plot title' and those 'idlgrtext' summaries have yet to behave poorly, but the tick text behaviour is really unacceptable.

I suppose another possibility is that OpenGL is to blame. I'd be curious to know if MatLab or R has the same problems with this data.

But, there can't be too many people here who wouldn't dismiss those kinds of numbers as "essentially zero." What have the folks at ExelisVis had to say?

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
