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

Posted by [jkj](#) on Fri, 29 Nov 2013 21:30:52 GMT

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On Friday, November 29, 2013 3:16:44 PM UTC-6, David Fanning wrote:

> jkj writes:

>

> I suppose another possibility is that OpenGL is to blame. I'd be curious

Yea, we use Linux (Solaris in the past)... another complicator.

>

> to know if MatLab or R has the same problems with this data.

no idea, never use either

> 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?

I figured they read this newsgroup but maybe I need to formally contact them through SwRI. I remember how you considered 1.d-12 as a reasonable value for zero and apparently the IDL Community at large had no issues with that, so our data is clearly not within the norm of other IDL users. Most imaging in the past has been generated by local, custom [SDDAS] software and this is the first real push for quality imaging through IDL... this sort of difficulty can become a brick wall in that regard.

-Kevin

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> Cheers,

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> David

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> David Fanning, Ph.D.

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

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