Subject: Re: object graphics, exploding axis text, how to fix by explicitly setting char_dimens?
Posted by jkj on Mon, 02 Dec 2013 21:05:55 GMT
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On Friday, November 29, 2013 3:30:52 PM UTC-6, jkj wrote:
> On Friday, November 29, 2013 3:16:44 PM UTC-6, David Fanning wrote:
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>> jkj writes:
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>> I suppose another possibility is that OpenGL is to blame. I'd be curious
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I'll update this if anything changes but there are two issues in play here: IDL version and my thumbprint!

two-dimensional plots have 'exploding text' only if IDL 5.5 is used [hedging a bit here because I'd have sworn I've seen cases with 8.2]

three-dimensional surfaces have 'exploding text' on the z-axis and in submitting a ticket for ExelisVis it became clear that there is an error in how I am implementing "layered/phantom axes" [funny how preparing material for troubleshooting assistance generally leads one to the solution!]

the first set of axes is used to build the surface but the data displayed would simply be grid values [0->200 for a 200x200 grid] and we want to display the science data, so the surface is built with indgen() arrays for x/y data and then 'phantom axes' are built with the science data... somehow in that process I am fumbling because if I turn off the science data axes there is no exploding text and with the science axes on I can see evidence of confusion in the x/y/zrange values (which, of course, can not be explicitly set for 'idlgraxis')

anyway, I'll figure out how to wipe away my thumbprints and that should resolve this... the whole thing has been a bit quirky and intermittent enough that I still won't be surprised to find another element but I definitely think I'm the culprit in all of this