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

Posted by [David Fanning](#) on Tue, 10 Dec 2013 23:14:03 GMT

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alx writes:

> No problem for me with your code on two different machines
> { x86 Win32 Windows Microsoft Windows 8.2.3 May 3 2013 32 64}
> and
> { x86_64 Win32 Windows Microsoft Windows 8.2.3 May 3 2013 64 64}
> running Win7 !

Humm. I see the problem on my Windows 64-bit IDL 8.2.3 with both software and hardware rendering turned on. Strange!

You are rotating the surface, right?

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.")
