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

Posted by [lecacheux.alain](#) on Tue, 10 Dec 2013 23:49:02 GMT

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Le mercredi 11 décembre 2013 00:14:03 UTC+1, David Fanning a écrit :

> 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

>

> --

>

> David Fanning, Ph.D.

>

> Fanning Software Consulting, Inc.

>

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

>

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

Well. Sorry. I was looking too quickly. The problem indeed arises when the image is rotated at z very close to 0. Forget my previous message.
alx.
