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

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.
