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

Posted by [jkj](#) on Wed, 11 Dec 2013 14:28:41 GMT

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On Wednesday, December 11, 2013 6:58:05 AM UTC-6, David Fanning wrote:

> AJAS writes:

>

>

>

>> I also get strange behaviour in contour.

>

>>

>

>> IDL> c = CONTOUR(h,C\_LABEL\_SHOW=1,XRANGE=[60,80])

>

>

>

> I do note that cgSurface and cgContour handle these two strange cases

>

> flawlessly. ;-)

>

I have also experienced exploding axis text while using cgSurface, one of the reasons we wrote our own from scratch, but it was very nice to have your code to review. This is almost certainly an internal IDL issue. Your contributions are rightly well-admired and appreciated.

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