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Subject: Re: Is there a way to keep axis text from scaling?  
Posted by [Karri Kaksonen](#) on Fri, 29 Oct 1999 07:00:00 GMT  
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Thank you David.

David Fanning wrote:

```
> Karri Kaksonen (karri.kaksonen@picker.fi) writes:  
>> I wrote some object graphics axes and found out that I  
>> cannot change the data range without scaling the font at  
>> the same time.  
>  
> Whoops! This was something that I thought to mention  
> several times in the course last week and every time  
> promptly forgot to do it in the heat of battle. :-)  
>
```

Did you ever read the object graphics book that belonged to the course?

I know that we had no time to open it during the course. Now when I came home and tried to find things in there I noticed that they used object programming only for the graphic elements in the book.

Some vital parts of the object oriented stuff with methods and windows was missing from the book. Fortunately I still remember how to do it.

```
> axistext->setproperty, font=self.complexPlotFont, $  
>   Recompute_Dimensions=2
```

The `Recompute_Dimensions=2` fixed it.

I am actually starting to like object graphics more all the time. The thing that really makes a difference is the professional feel of the user interface and the modularity of the code.

Besides, programming in this style opens up new views all the time. It is quite refreshing.

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Regards,

Karri Kaksonen

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Subject: Re: Is there a way to keep axis text from scaling?

Posted by [davidf](#) on Fri, 29 Oct 1999 07:00:00 GMT

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Karri Kaksonen (karri.kaksonen@picker.fi) writes:

> I wrote some object graphics axes and found out that I  
> cannot change the data range without scaling the font at  
> the same time.  
>  
> The solution to kill the axis and re-create them is not  
> very pretty. Does somebody have a better solution?

Whoops! This was something that I thought to mention  
several times in the course last week and every time  
promptly forgot to do it in the heat of battle. :-)

What we want to do here is recompute the text scaling  
when we change the axis range that the text object  
is attached to. We can control when the scaling occurs  
by setting the RECOMPUTE\_DIMENSIONS property of the  
text object. In this case, you would like to *\*always\**  
recompute the text dimensions, so I would set this  
property at the same time you assign the font object  
to the text object in the INIT method of your object:

```
axistext->setproperty, font=self.complexPlotFont, $  
Recompute_Dimensions=2
```

Cheers,

David

--

David Fanning, Ph.D.

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

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Subject: Re: Is there a way to keep axis text from scaling?

Posted by [davidf](#) on Sat, 30 Oct 1999 07:00:00 GMT

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Mark Hadfield (m.hadfield@niwa.cri.nz) writes:

>> axistext->setproperty, font=self.complexPlotFont, \$

```
>> Recompute_Dimensions=2
>
> This works for the axis title but not for the tick text, i.e. the following
>
> oasis->GetProperty, TICKTEXT=ticktext
> ticktext->SetProperty, RECOMPUTE_DIMENSIONS=2
>
> has no effect. An extra keyword to IDLgrAxis::Init, allowing this behaviour
> to be overridden, would be nice.
```

Unless I completely misunderstand what I am seeing, it appears to work for *\*all\** the text on the axis. Do you have an example that doesn't work, Mark? I'm using IDL 5.2.1.

```
> (My news server refused to post this message because there is more included
> text than new. So here's some more new text:
> ABCDEFGHABCDEFGHABCDEFGHABCDEFGHABCDEFGHABCDEFGHABCDEFGHABCDEFGHABCD
> EFGHABCDEFGHABCD
> [etc.]
```

Uh, I think you can turn this off under the Global Options/Replying tab, Mark. But I always appreciate learning about other innovative solutions. :-)

Cheers,

David

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