

---

Subject: Is there a way to keep axis text from scaling?  
Posted by [Karri Kaksonen](#) on Fri, 29 Oct 1999 07:00:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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?

--  
Regards,

Karri Kaksonen

---

---

Subject: Re: Is there a way to keep axis text from scaling?  
Posted by [Karri Kaksonen](#) on Sun, 31 Oct 1999 07:00:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Mark Hadfield wrote:

```
>> 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
```

I had no Title's in my axis. This keyword worked on the ticktexts. (IDL 5.2.1 Intel Windows machine)

--  
Karri

---

---

Subject: Re: Is there a way to keep axis text from scaling?  
Posted by [Mark Hadfield](#) on Sun, 31 Oct 1999 07:00:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

David Fanning <davidf@dfanning.com> wrote in message  
news:MPG.12837f0ab595ea55989925@news.frii.com...

```
> 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?
>
> ...
>
> 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

```

This works for the axis title but not for the tick text, i.e. the following

```

oaxis->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.

(My news server refused to post this message because there is more included text than new. So here's some more new text:

```

ABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJ
EFGHABCDEFGHIJABCDEFGHIJ
EFGHABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJ
ABCDEFGHIJABCDEFGHIJ
ABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJ
EFGHABCDEFGHIJABCDEFGHIJ
EFGHABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJ
ABCDEFGHIJABCDEFGHIJ
ABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJ
EFGHABCDEFGHIJABCDEFGHIJ
EFGHABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJ
ABCDEFGHIJABCDEFGHIJ
EFGHABCDEFGHIJABCDEFGHIJ
EFGHABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJABCDEFGHIJ

```

---

Mark Hadfield  
m.hadfield@niwa.cri.nz <http://katipo.niwa.cri.nz/~hadfield/>

