## Subject: axis labels in SURFACE all wrong
Posted by noymer on Tue, 18 Jan 2000 08:00:00 GMT

Dear comp.lang.idl-pvwave,

I am making some surfaces using the SURFACE
command and the X axis label is vertical, as if
it were the Z axis label, instead of running
parallel to the axis.  The Y axis label is OK,
but it is too close to the axis.

Has anyone encountered this before?

TIA,
Andrew

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## Subject: Re: axis labels
Posted by davidf on Tue, 05 Sep 2000 16:46:35 GMT

Mirko Vukovic (mvukovic@taz.telusa.com) writes:

> I have a plot of x vs. y.  I would like before hand to know
> what tick-values of x IDL will put.  One way is to create a dummy
> plot and obtain the tick values.
>
> Is there some more direct way?  I thought IDL had a routine for that
> but could not find it.

You could probably figure out a way to create an IDLgrAxis
object using the same range, divisions, etc. as your direct
graphics axis. Then inquire of the object what its tick values
are. Then destroy the object and create your direct graphics
plot. I think the algorithms used for direct and object graphics
are very similar, if not identical. You could even use the
object tick values as input to your direct graphics plot if
you wanted to.

Cheers,

David
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