
Subject: IDLgrAxis text scaling

Posted by [Rick Towler](#) on Wed, 07 Mar 2001 01:18:29 GMT

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It is late in the day so beware of idiocy....

I don't remeber this being so difficult but I have some axes where i set the range then set the appropriate x, y , and z coord_conv values. My axes come out fine but the lables are wacked, the characters are huge relative to anything else in the scene. Shouldn't the axis object scale the text automatically according to the coord_conv values passed to the axis object? Or do I really have to do the text the hard way?

-Rick Towler

ps:idl 5.4
