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Subject: tile of IDLgrAxis

Posted by [Klemens Barfus](#) on Wed, 02 Aug 2006 06:36:04 GMT

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Hello together,

is there an option for rotating the title of an y Axis of a  
threedimensional object graphic by 180 degree around the z axis ?

Thanks for your help in advance !

Klemens

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Subject: Re: tile of IDLgrAxis

Posted by [Rick Towler](#) on Wed, 02 Aug 2006 16:17:12 GMT

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Hi Klemens,

You could do this a couple of ways. One is to simply place an IDLgrText object where you want without assigning it to your axis TITLE property.

The other is to modify your text object after you assign it to your IDLgrAxis object (and you probably don't \*have\* to do it afterwards). The second being a bit easier since properties relevant to the correct placement and color are controlled by IDLgrAxis. But since we can only assume what properties of the title object are modified by IDLgrAxis this could have unexpected side effects.

Simply changing the BASELINE and UPDIR properties should do it for you:

```
yaxis = OBJ_NEW('IDLgrAxis', 1, RANGE=[0,10])
text = OBJ_NEW('IDLgrText', 'This is a test')
model = OBJ_NEW('IDLgrModel')
yaxis -> SetProperty, TITLE=text
text -> SetProperty, BASELINE=[-1,0,0], UPDIR=[0,-1,0]
model -> Add, yaxis
XOBJVIEW, model, /BLOCK
OBJ_DESTROY, [model, text]
```

-Rick

Klemens Barfus wrote:

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>

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> three-dimensional object graphic by 180 degree around the z axis ?  
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> Klemens

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Subject: Re: tile of IDLgrAxis  
Posted by [Klemens Barfus](#) on Fri, 04 Aug 2006 05:48:18 GMT  
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Hi Rick,

thanks for your help, this is exactly I was looking for !

Klemens

Rick Towler wrote:

> Hi Klemens,  
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> You could do this a couple of ways. One is to simply place an IDLgrText  
> object where you want without assigning it to your axis TITLE property.  
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> -Rick  
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>  
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