
Subject: Re: "perspective-ized" axis numbering in iSurface
Posted by [Michael Galloy](#) on Thu, 12 Aug 2010 22:42:48 GMT
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On 8/12/10 3:23 PM, James wrote:

> I really don't like how iSurface puts axis labels "in plane" and
> distorts them. At certain combinations of rotation angle and axis
> position they are almost impossible to read. I just want regular old
> undistorted numbers. I couldn't find anything in the axis options to
> control this - is it possible?

Like this?

```
isurface, dist(20)
id = itgetcurrent(tool=tool)
axes_ids = igetid('axis*')
igetproperty, axes_ids[0], ticktext=ticktext
ticktext->setProperty, onglass=1
igetproperty, axes_ids[1], ticktext=ticktext
ticktext->setProperty, onglass=1
igetproperty, axes_ids[2], ticktext=ticktext
ticktext->setProperty, onglass=1
tool->refreshCurrentWindow
```

I don't know of an easier way, though.

Mike

--

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Subject: Re: "perspective-ized" axis numbering in iSurface
Posted by [James\[2\]](#) on Thu, 12 Aug 2010 23:13:30 GMT
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Well, it's not exactly elegant, but that does precisely what I want.
Thank you!

James

Subject: Re: "perspective-ized" axis numbering in iSurface
Posted by [Paul Van Delst\[1\]](#) on Fri, 13 Aug 2010 19:41:43 GMT
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Hmm. This is what happens to me when I run your snippet (I'm also interested in non-"in-plane" axis labels).

```
IDL> isurface, dist(20)
% Compiled module: DIST.
% Compiled module: GET_SCREEN_SIZE.
% Compiled module: FILEPATH.
% Compiled module: PATH_SEP.
% Loaded DLM: XML.
% Compiled module: UNIQ.
% Compiled module: REVERSE.
% Compiled module: CVTTOBM.
% Compiled module: IDENTITY.
% Compiled module: XMANAGER.
% Compiled module: STRSPLIT.
% Compiled module: CROSSP.
IDL> id = itgetcurrent(tool=tool)
IDL> axes_ids = igetid('axis*')
% Attempt to call undefined procedure/function: 'IGETID'.
% Execution halted at: $MAIN$
```

??

```
IDL> print, !version
{ x86 linux unix linux 7.0 Oct 25 2007    32    64}
```

cheers,

paulv

p.s. I never realised v7.0 was that old! Crikey.

mgalloy wrote:

```
> On 8/12/10 3:23 PM, James wrote:
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>> distorts them. At certain combinations of rotation angle and axis
>> position they are almost impossible to read. I just want regular old
>> undistorted numbers. I couldn't find anything in the axis options to
>> control this - is it possible?
>
> Like this?
>
> isurface, dist(20)
> id = itgetcurrent(tool=tool)
> axes_ids = igetid('axis*')
> igetproperty, axes_ids[0], ticktext=ticktext
```

```
> ticktext->setProperty, onglass=1
> igetproperty, axes_ids[1], ticktext=ticktext
> ticktext->setProperty, onglass=1
> igetproperty, axes_ids[2], ticktext=ticktext
> ticktext->setProperty, onglass=1
> tool->refreshCurrentWindow
>
> I don't know of an easier way, though.
>
> Mike
```
