
Subject: "perspective-ized" axis numbering in iSurface
Posted by [James\[2\]](#) on Thu, 12 Aug 2010 21:23:57 GMT
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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?

Subject: Re: "perspective-ized" axis numbering in iSurface
Posted by [penteado](#) on Fri, 13 Aug 2010 20:24:26 GMT
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On Aug 13, 4:41 pm, Paul van Delst <paul.vande...@noaa.gov> wrote:

```
> 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.
```

Which is the problem. `igetid()` was introduced on 7.1. You can use instead

```
axes_ids=tool->findidentifiers('*axis*',/visualizations)
```
