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 View Forum Message <> Reply to Message

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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)