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Subject: Re: Reversal of z axis object

Posted by [davidf](#) on Fri, 30 Jul 1999 07:00:00 GMT

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Waleed Al-Nuaimy ([asger@gsiukltd.freeserve.co.uk](mailto:asger@gsiukltd.freeserve.co.uk)) writes:

- > Hi. I'm trying to get my Z axis object to point downwards, i.e. have 0
- > at the top and
- > numbers increasing down the axis.
- >
- > Using a negative ZCOORD\_CONV reverses the numbers but also gives me
- > mirror-image characters. Reversing the TickValues doesn't work either?

I'm not absolutely sure about this, but somehow I vaguely recall that this was a problem that was suppose to get fixed. I'd check with RSI on this one.

Cheers,

David

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