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Subject: Object graphics axis

Posted by [Karri Kaksonen](#) on Fri, 22 Oct 1999 07:00:00 GMT

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I just came back from Davids course about object graphics and it occurred to me that a reason why positioning the axis objects is so difficult is that the range depends on the location of the axis.

The manual says that the range of the axis is set by a vector:

$[-Xmin/(Xmax-Xmin), 1/(Xmax-Xmin)]$

This may work if the length of the axis is 1.0 in normalized coordinates. In the course I chose the length to be 2.0 and in order to get it right I just tried out different values until I found it to be closer to:

$[-1-Xmin*2/(Xmax-Xmin), 2/(Xmax-Xmin)]$

I thought about this on my flight home last night and what I am afraid of is that the -1 in the first element may actually depend on where the axis is drawn on the screen. My location of the axis was at [-1.0, -1.0]. If this is the case then RSI should do something about it before version 5.3 comes out. Otherwise you have to update the range vector every time you reposition the axis.

If somebody understands what is going on, please drop a line.

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Regards,

Karri Kaksonen

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