
Subject: Reversing Object Graphics Axis Range

Posted by [David Fanning](#) on Thu, 25 Oct 2001 14:15:08 GMT

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Folks,

I had occasion the other day to require a reverse object graphics axis (i.e., one that went from 1.2 at the bottom of the axis to 0 on the top. In direct graphics, I could simply reverse the axis range:

```
Plot, data, ZRange=[1.2, 0]
```

You can do the same thing in object graphics. And the result is an axis with the proper numbers, alright, but with the annotation oriented upside down and backwards! It was a tad hard to read. :-)

I figured out a way (eventually) to get what I wanted, but I ran into all kinds of interesting "features" in the process. I was going to write my observations up in an article to save everyone else the excessive effort, but I got to thinking that *surely* this can't really be this hard.

So, has anyone managed to do something like this in a simple and straightforward way that I may have overlooked?

Cheers,

David

P.S. Let's just take as a working definition of "simple and straightforward" something that takes less than 15 lines of code. :-)

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