
Subject: Re: Reversing Object Graphics Axis Range
Posted by [Mark Hadfield](#) on Sun, 28 Oct 2001 20:36:41 GMT
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From: "David Fanning" <david@dfanning.com>
> You can find the explanation (and other recent new
> tips to my web page) here: ...
>
> There is also an example program that you can download
> to see how this works. You can find the example program
> here: ...

Great work, David, I'll have a look at it.

> Note that unlike the RSI example Mark suggested the
> other day...

Steady on, I didn't suggest it, I told you about it. If I suggested anything, it was that you keep the axis range positive and use TICKFORMAT to fool the user. Perhaps you'd like to mention that alternative on your page. (Uh oh I think I just volunteered for something.)

BTW I love this concluding statement on your tips page

"One problem with object graphics is that it can be more difficult than you wanted it to be to write general programs."

Hear hear. (Though I think you could argue that this is even more difficult in direct graphics.)

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