
Subject: Re: Reversing Object Graphics Axis Range
Posted by [David Fanning](#) on Sun, 28 Oct 2001 19:38:32 GMT
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I wrote the other day,

> So, has anyone managed to reverse an object graphics
> axis in a simple and straightforward way that I may have
> overlooked?

Alas, I got damn few entries in this category. :-(

So, after spending only four solid days researching the subject I have come up with a method that, while not exactly straightforward, at least has the advantage that it can be explained to reasonably intelligent human beings. At the very least, *I* can understand it ... sorta. :-)

You can find the explanation (and other recent new tips to my web page) here:

<http://www.dfanning.com/documents/tips.html#NewTips>

There is also an example program that you can download to see how this works. You can find the example program here:

http://www.dfanning.com/programs/reverse_axes.pro

Note that unlike the RSI example Mark suggested the other day, these axis titles don't jump all over the page when the axes are reversed. :-)

One other thing. I've always been mildly annoyed that the X axis title has appeared closer to its axis annotation than either the Y axis or the Z axis titles do. I believe I have discovered the reason for this, and my method incorporates a "fix" that appears to correct the problem.

Indeed, you don't have any idea *what* you are going to learn when you ask one of these simple object graphics questions. :-)

Cheers,

David

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