
Subject: Re: Reversing Object Graphics Axis Range
Posted by [David Fanning](#) on Fri, 26 Oct 2001 05:35:28 GMT
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Mark Hadfield (m.hadfield@niwa.cri.nz) writes:

> Not really. Are you aware that there is an object graphics reverse-axis
> example included with IDL (EX_REVERSE_PLOT)? It was introduced with 5.4. At
> the time I tried it out and noticed various problems, in particular that the
> titles looked wrong. I raised this with Atle @ RSI Tech Support and he sent
> back a cool little GUI routine, which I have taken the liberty of attaching.
> I don't know if it handles every case though and it seems kind of fiddly.

I've spent most of the evening fiddling around with this little program of Atle's that you sent me. I think I understand how it works (although not why anyone would want to *do* it this way), but I've watched that Y title flip-flop around for an hour now, trying to figure out why it is doing that.

When you reverse the axis, the title jumps out about 10-15 pixels further to the left. When you reverse them again, it jumps back closer to the axis. It drives a guy like me batty. :-(

But I think I've figured it out. When the axis is reversed, the viewport change suddenly throws you into "negative" space, although it doesn't look that way to the viewer, since the viewport change fakes you out. But I think that axis title moves to accommodate the negative sign that *should* be on the axis annotation (but isn't, of course).

That's so weird, but I can understand it. Because it is the same problem I have making my (humph, more elegant) solution work in a general way. I want to place the axis title "close to" the annotation. But how close is that? I can't tell. It depends upon what numbers are there. But there is no way to tell how big the numbers are, is there?

I've been thinking about writing a little "nudger" object that will allow you to "nudge" an axis title in or out, depending upon what looks best.

Object graphics sure are fun. :-0

Cheers,

David

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