
Subject: Re: Reversing Object Graphics Axis Range
Posted by [David Fanning](#) on Thu, 25 Oct 2001 21:33:34 GMT
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Mark Hadfield (m.hadfield@niwa.cri.nz) writes:

> This is Atle's EX_REVERSE, right? I think he has to do that because he's not
> using [X,Y,Z]COORD_CONV (he's obviously being paying too much attention to
> Randall Frank). So shifting the viewplane rectangle would be necessary for
> any change in axis range.

Randy obviously knows what he is doing, but
I have to admit I usually don't have a clue
how his code works. It's really as though it
were written in some ancient Sumerian script
as far as I'm concerned.

But if he thinks run-of-the-mill IDL programmers
are going to shift viewplane rectangles around
in order to get axis titles oriented correctly,
I think he has missed his target audience entirely.

Hell, I've been looking at it for an hour and a half
now and I **still** can't explain it. :-(

Cheers,

David

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