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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