Subject: Re: Reversing Object Graphics Axis Range Posted by Mark Hadfield on Thu, 25 Oct 2001 21:15:59 GMT

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From: "David Fanning" <david@dfanning.com>

- > By changing the viewplane rectangle!? You have got
- > to be kidding me. :-)

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.

But, hey Doc, \*I'm\* not kidding you. I would never do that.

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