
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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