
Subject: Re: Reversing Object Graphics Axis Range
Posted by [David Fanning](#) on Thu, 25 Oct 2001 21:05:04 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.

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

No thanks. I have a solution that is better than
the one I came up with the other day, but it still
requires jumping through too many hoops. At the moment
it involves creating my own axis title instead of
allowing IDL to do it. Although a pain in the neck,
it does have the advantage that I can place the title
where I want it, instead of the arbitrary (and unequal)
distance from the axes that the IDL algorithm uses.

Cheers,

David

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