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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