
Subject: Re: Reversing Object Graphics Axis Range
Posted by [David Fanning](#) on Thu, 25 Oct 2001 14:54:16 GMT
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David Fanning (david@dfanning.com) writes:

- > I had occasion the other day to require a reverse
- > object graphics axis (i.e., one that went from 1.2
- > at the bottom of the axis to 0 on the top.

- > [snip]

- > So, has anyone managed to do something like this in
- > a simple and straightforward way that I may have
- > overlooked?

I've actually just solved *part* of my problem.
I can now get the axis tick annotation to appear
correctly if I set the TextUpDir keyword for the
axis:

```
zAxis = Obj_New("IDLgrAxis", 2, Color=[0,255,0], Ticklen=0.1, $  
    Minor=4, Title=ztitleObj, Range=Reverse(zrange), $  
    TextUpDir=[0, 0, -1])
```

Now it is just the axis TITLE that is reversed.
I've tried setting the UpDir keyword on the text
object that I use for the title, but properties you
set for text objects don't seem to have
any effect when the text object is part of an
axis unit. Has anyone else noticed this?

Cheers,

David

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