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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