Subject: Re: Reversed log axes in object graphics
Posted by Randall Skelton on Tue, 19 Oct 2004 00:40:57 GMT

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> Have you seen my tip on reversing an object graphics axis in
> general:
>
>   http://www.dfanning.com/ographics_tips/axis_reverse.html
>
> That was a right royal pain in the arse, as I remember.

Yes, I've seen, used, and abused your tutorial! In fact, if you read
the comments, you'll see that almost all of the code is originally from
your reverse_axis.pro code (s/Surface/Plot/g). Originally, I had
trouble doing this with Mark's Motley routines so I thought I'd
simplify things a little and see what I could do with your tutorial. I
agree that this is one of those things that ought to be 'real simple'
given that it is 3 lines of direct graphics! The 'reverse' part seems
to be working just fine, it is the log part that is giving me the
grief.

While you write that you, "don't think I want to touch a log axis", I
can tell that you've been bitten... think of it as good-morning
challenge :-)

Thanks in advance,
Randall