
Subject: Re: Reversed log axes in object graphics
Posted by [David Fanning](#) on Mon, 18 Oct 2004 20:08:28 GMT
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Randall Skelton writes:

> Firstly, thanks for reading. I realize with a subject line as above,
> many will be scared away...
>
> I am trying to move one particular class of plotting routines (that I
> use very frequently) to object graphics and I've run into a problem.
> Essentially, I cannot plot a reversed, logarithmic axis. Below is some
> code which shows my problem. The equivalent direct graphics code as per
> David's tip (http://www.dfanning.com/graphics_tips/yadayada.html) is
> shown to illustrate what I expect the plot to look like. All
> contributions greatly appreciated!

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.
Don't think I want to touch a log axis. :-)

Cheers,

David

P.S. Actually, that will probably be a single keyword switch or
something. :-)

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