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Subject: Re: Reversed log axes in object graphics

Posted by [Randall Skelton](#) on Wed, 20 Oct 2004 16:55:59 GMT

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Fantastic, thanks a lot Chris! So does anyone know what the /LOG keyword to IDLgrAxis is actually good for?

There are good reasons to want to use object graphics but, in cases like this, I certainly agree that the reasons are hard to find. While being able to control object graphics primitives is a feature, this is one of the worst examples where doing something simple requires a lot of ingenuity.

Thanks again Chris,  
Randall

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