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Subject: Re: Reversed log axes in object graphics  
Posted by [David Fanning](#) on Wed, 20 Oct 2004 11:14:39 GMT  
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Christopher Lee writes:

> I'm sure I read somewhere that you have to make your own log axis in object  
> graphics. Anyway, the log\_test\_new I have pasted below works fine.

Well, as I say, unbelievably straightforward. :-)

Cheers,

David

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