
Subject: Reversal of z axis object

Posted by [Waleed Al-Nuaimy](#) on Fri, 30 Jul 1999 07:00:00 GMT

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Hi. I'm trying to get my Z axis object to point downwards, i.e. have 0 at the top and numbers increasing down the axis.

Using a negative ZCOORD_CONV reverses the numbers but also gives me mirror-image characters. Reversing the TickValues doesn't work either?

Any ideas?

Thanks

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