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Subject: Image scrolling, displaying axes from outside the visible window

Posted by [fahruz](#) on Wed, 31 Jul 2002 10:39:48 GMT

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I am currently trying to implement some "artificial" scrolling solution in an image window enclosed by 4 axes and wondered why I could perfectly display an image (which is than the window) with its x and y coordinates having negative values (and thus having its origin outside the window) so that it shows only partially, whereas axes can only be displayed within the window frame invariably even if one tries to plot with a position vector containing negative values.

Does that mean I would have to manually check whether they should be visible or not and use truncated axes whose range would correspond to the visible part of the image ? (what a pain)

Thanks for your help.

FM

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