

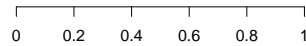
# An Example of Interactive Graphics Editing in Grid

Paul Murrell

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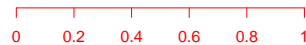
First of all, we create an x-axis. This produces output on the device and saves the axis object in `x`.

```
> x <- grid.xaxis(vp = viewport(w = 0.5, h = 0.01))
```



Now we edit the axis, changing the colour of the entire axis to red.

```
> grid.edit(x, gp = gpar(col = "red"))
```



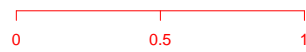
Now we change just the labels to green.

```
> grid.edit(x, "labels", gp = gpar(col = "green"))
```



It is also possible to change the number of tick marks. Notice that the labels all change back to red; this happens because new labels are created by the axis and these “inherit” the colour of the axis by default. In other words, the colour specification of the old labels was specific to the old labels and was discarded when the old labels were discarded.

```
> grid.edit(x, at = c(0, 0.5, 1))
```



Finally, we change the labels back to black and rotate them all 30 deg.

```
> grid.edit(x, "labels", grid.prop.list(gp = gpar(col = "black"),  
+   rot = 30))
```

