

Each graph allows up to 20 different world and tick settings to be pushed onto the world stack.

Pu = Push the current world

PZ = Push the current world and pick a zoom area

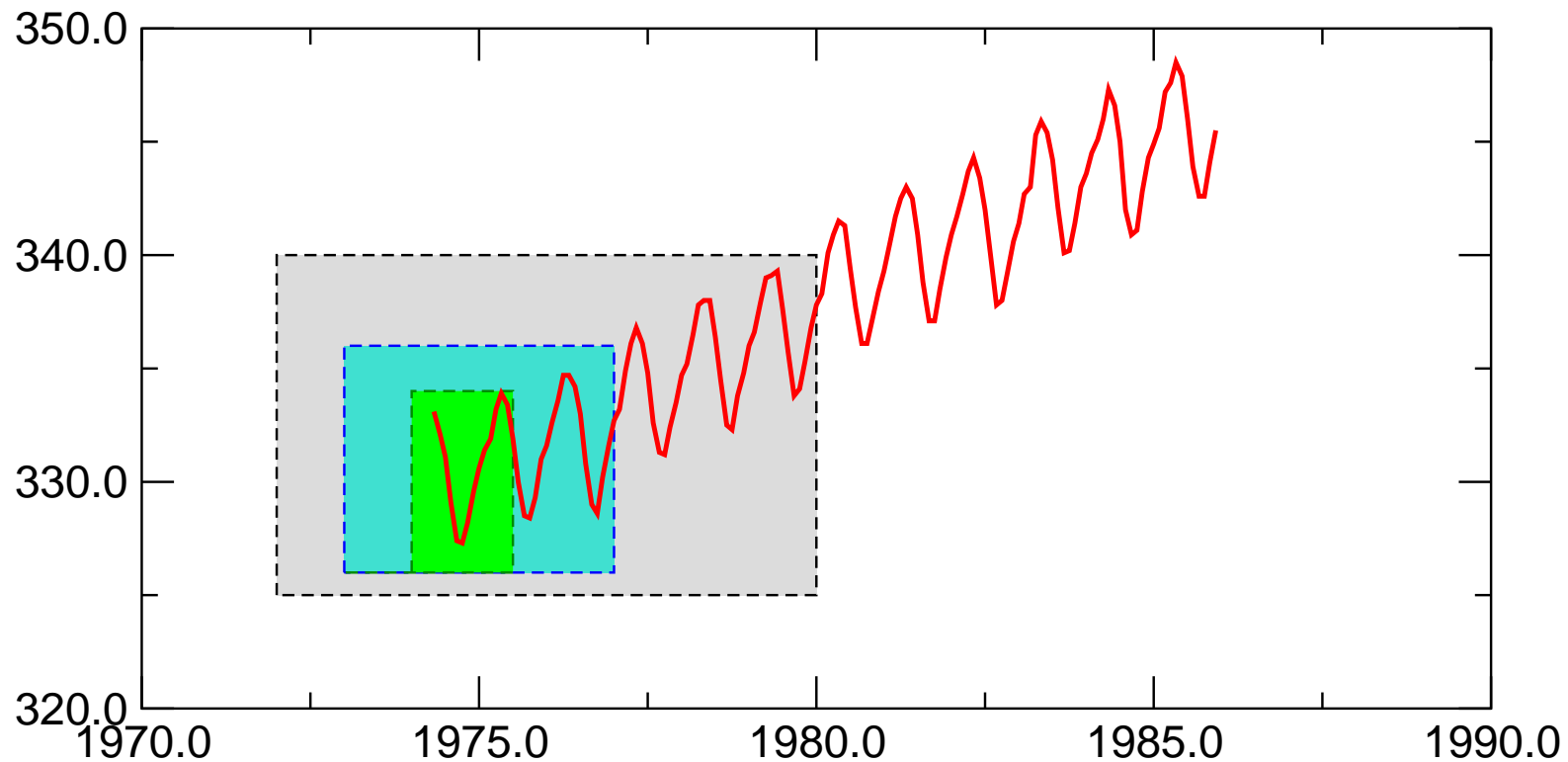
Po = Pop the top of the stack and make the new stack top the current setting

Cy = Cycle through the world stack

Use these buttons for stack manipulations

The **SD**: item indicates the current stack depth

The **CW**: item indicates the stack entry with the current world settings



👉 In this example, the stack depth is 4, indicating 4 different settings for the axis scaling. Use the **Cy** button to cycle through them.