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Subject: Re: IDLgrLegend and ENABLE\_FORMATTING  
Posted by Jim Pendleton, RSI on Thu, 08 Jun 2006 14:39:59 GMT  
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"Jamie Wheeler" <jamiedotwheeleratmoxacuk@dummy.com> wrote in message news:Pine.LNX.4.58.0606080406300.14281@ellinga.atm.ox.ac.uk. ...

> Hi all,  
>  
> I'd like to create a legend using the IDLgrLegend object but I need to be  
> able to use subscripts and superscripts in the ITEM\_NAMES. From my  
> attempts thus far, I gather this is impossible. Please, someone... prove  
> me wrong.  
>

Here's a perfect instance for subclassing. The IDLgrLegend class does almost everything you want it to do, but it lacks one small feature.

Don't edit the base class. Instead, create your own class and extend the method that creates the IDLgrText objects.

Pro YourLegend::CreateGlyphs

Compile\_Opt StrictArr

On\_Error, 2

;

; Call the superclass method first.

;

self->IDLgrLegend::CreateGlyphs

;

; Now enable formatting on all your text objects.

;

For Index = 0L, N\_elements(\*self.pItem\_Name) - 1 Do Begin

```
(*self.pTexts)[index]->SetProperty, Enable_Formatting = 1  
EndFor  
;  
; That's it!  
;  
End
```

```
Pro YourLegend__Define  
Compile_Opt StrictArr  
On_Error, 2  
YourLegend = {YourLegend, $  
    Inherits IDLgrLegend $  
}  
End
```

Instead of calling OBJ\_NEW('IDLgrLegend'), call OBJ\_NEW('YourLegend').

The behavior should be identical except it'll now recognize formatting commands in your strings.

Jim P.

> Thanks!

> Jamie

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