
Subject: Re: automatic placement of legend in 2-D graph
Posted by [Jean-Paul Davis](#) on Fri, 25 Jan 2008 00:31:59 GMT
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Okay, one last contribution to a discussion with myself. Hey, if it saves someone else grief, then it's worthwhile.

I studied the IDL code for IDLgrLegend and found that the "recompute" property gets reset to zero at the end of each pass through the ComputeProperties method. It never seemed to work because recompute was always set back to zero by the time I tried to obtain the dimensions. The easy workaround is just to make sure you first set recompute=1 immediately prior to each use of the ComputeProperties method. Hence,

```
olegend -> setproperty, /recompute  
lsize = olegend -> computedimensions(owin)
```

gives different values in lsize before and after changing the viewplane rectangle.

I also figured out that I do NOT need the extra model object in my previous post just to translate the legend separately... IDLgrLegend inherits its own copy of the Translate method from IDLgrModel, so I can translate just the legend by itself even if it's in the same model with other objects.

I also think I have an algorithm that will work for my original question, but I'm not sharing that unless someone is really, really interested (and unless I prove it to actually work).

Jean-Paul
