
Subject: Re: automatic placement of legend in 2-D graph
Posted by [David Fanning](#) on Wed, 30 Jan 2008 22:49:52 GMT
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Jean-Paul Davis writes:

- > I thought I would share this in case someone finds it useful. After
- > spending a shameful amount of time barking up wrong trees, I finally
- > hit on a very simple solution to (semi-) automatic legend placement:
- >
- > 1. determine the legend's boundaries in device coordinates (i.e.,
- > pixels in the window)
- > 2. hide the legend and redraw
- > 3. get the window's image_data property
- > 4. loop through possible legend positions (in device coordinates) to
- > find one that has the fewest (preferably zero) non-background-color
- > pixels in the region of the image defined by the legend boundaries
- > 5. translate the legend accordingly, unhide it, and redraw

Now **that** is what I call a good algorithm. Simple enough even
I can understand it! :-)

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
