
Subject: Re: automatic placement of legend in 2-D graph
Posted by [Jean-Paul Davis](#) on Wed, 30 Jan 2008 22:44:05 GMT
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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

Jean-Paul
