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