
Subject: Re: How to simplify or mesh a IDLgrLegend Obj ?
Posted by [David Fanning](#) on Wed, 18 Feb 2009 13:16:58 GMT
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dosfun@163.com writes:

> But what I really want is to break the legend into separate parts,
> then I can move the separated legends one by one.
>
> ;; I plan to use
> oLegend->Break, objList =3D objList

Uh, huh. And why do you think you can't you do that with
my solution?

Cheers,

David

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