
Subject: Re: How to simplify or mesh a IDLgrLegend Obj ?

Posted by [dosfun](#) on Wed, 18 Feb 2009 05:06:25 GMT

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> dos...@163.com writes:

>> I have created a legend which include many items, how can I simpkify

>> this legend? I mean to make this big legend into some small legends.

>> Thank you for any tips.

>

>> my code is like this:

>

>>

>> nameList = ['a', 'b', 'c']

>> objList = [symbol_1, symbol_2, symbol_3]

>

>> oLegend = Obj_New('IDLgrLegend' , \$

>> Item_Name = nameList, \$

>> Item_Obj = objList, \$

>> /Recompute)

>

> Uh, maybe you could subscript your arrays. :-)

>

> oLegend = Obj_New('IDLgrLegend' , \$

> Item_Name = nameList[0:1], \$

> Item_Obj = objList[0:1], \$

> /Recompute)

>

> Cheers,

>

> David

> --

> 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.")

Thanks,

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 = objList

Cheers.
