Subject: Re: Legend for plot
Posted by penteado on Wed, 16 Sep 2009 04:40:22 GMT

On Sep 16, 1:19 am, pp <pp.pente...@gmail.com> wrote:
> The third window is created by your call to plot. Plot is a direct
> graphics routine, so it cannot draw on your widget_draw. You must put
> object graphics in your view object, as you did with the legend. For a
> plot, it usually means making and setting up a bunch of them (plots,
> axes, titles, symbols). I usually prefer to make an invisible iplot
> and borrow its view object, so that iplot does all the work of making
> and setting up the objects in the plot.
>

I was just looking at your original post. I was assuming what you
wanted to know was how to put object graphics (the legend object, in
that case) into a draw widget, and that is what I was talking about.
But it just occurred to me that the original question might have been
just how to put a legend into a direct graphics draw widget, which
should not (cannot) be done with the object legend you were trying to
use, it should be done with xyouts. Which one is it that you wanted?