
Subject: Re: new graphics legend function: problems with symbol fill color

Posted by [DavidF\[1\]](#) on Thu, 25 Oct 2012 20:43:14 GMT

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Manodeep writes:

> Arghh. So that's something that presumably got fixed since my version of IDL 8.0. *sigh*

"Fixed" is probably going too far. "Better", certainly. But, I'm sticking with Coyote Graphics for at least a little while longer. :-)

Cheers,

David
