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Subject: Re: Adding Legends to Coyote Graphics Windows  
Posted by on Mon, 09 Dec 2013 13:43:52 GMT  
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Den måndagen den 9:e december 2013 kl. 14:22:05 UTC+1 skrev David Fanning:  
> Mats Löfdahl writes:  
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>>  
>  
>> Den fredagen den 6:e december 2013 kl. 21:52:26 UTC+1 skrev David Fanning:  
>  
>>> <http://www.idlcoyote.com/idldoc/cg/cglegend.html>  
>  
>> Does this page exist?  
>  
> Yikes! It does now. Sorry about that.

Thanks!

I have found that with `al_legend`, I almost always use the top/bottom and left/right keywords for placement. Any chance you will implement them in `cglegend`?

Specifying the coordinates of the upper left hand corner of the legend box seems tricky if you want the legend to go in any other corner of the plot than upper left, given that you may want to add or remove items of various lengths. Or is there a smart way if thinking about this that I just don't see?

>> When I try it I get to a page saying "I Can't Find the Page You Are Looking For..." and telling me to contact your technical support contractors. I did, and they directed me to an amusing but not entirely useful movie: <http://www.youtube.com/watch?v=tTmK1pu4ZjU>  
>  
> Funny. :-)

:o)

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