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Subject: Re: Adding Legends to Coyote Graphics Windows  
Posted by [David Fanning](#) on Mon, 09 Dec 2013 14:07:58 GMT  
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Mats Löfdahl writes:

> 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`?

Yes, there is a "chance" I will do something like this. I usually wait for people to ask for more complicated things, but I usually wait more than two minutes. ;-)

> 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?

Here is the problem. It is impossible to know what size the legend is going to be until it is drawn. `AL_Legend` and `cgLegend` both solve the problem in the same way: they draw the legend twice, the second time overwriting the first. I had hoped to be able to do this a different way, and I wrote code to do so, but I haven't been able to make it work correctly in the PostScript device yet.

Of course, as I am writing this I am thinking of another way it might be implemented. So, yes, there is a "chance". But, why would you choose `cgLegend` over `AL_Legend` if they both did the same thing?

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")

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