
Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [David Fanning](#) on Mon, 09 Dec 2013 22:10:10 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`?

I have added functionality to `cgLegend` that will make this slightly more flexible than `AL_Legend`, I think. Here is how it works.

There is an `ALIGNMENT` keyword that can be used to change the meaning of the `LOCATION` keyword. (The `LOCATION` keyword is called `POSITION` in `AL_Legend`, but I use `POSITION` to mean a particular four-element array in Coyote Graphics, so I changed this keyword name.) Basically, with the `ALIGNMENT` keyword you can specify whether the `LOCATION` is any of the four corners of the legend "box", or the middle of any of the four sides of the legend "box". You have eight choices.

This allows you to put the legend anywhere you like in the plot window (including outside the plot, if you want to). You can center the legend box both horizontally and vertically. Or, you can left, right, top, and bottom align it. You simply specify a point location, and tell me, with the `ALIGNMENT` keyword, what part of the box should be aligned with that point.

You will need two files:

<http://www.idlcoyote.com/programs/cglegend.pro>
<http://www.idlcoyote.com/programs/cglegenditem.pro>

You can find documentation on the program and on the `ALIGNMENT` keyword here:

<http://www.idlcoyote.com/idldoc/cg/cglegend.html>

Hours spent updating `cgLegend` for better legend positioning: 8 hours.

Income from newsgroup requested activities for December: \$60.

Cheers,

David

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