
Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [David Fanning](#) on Fri, 14 Feb 2014 18:09:32 GMT
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elisadelgadomena@gmail.com writes:

> It also works with the normal legend. Initially I thought it wasn't because the legend doesn't appear when plotting in the window but it does when saving in a ps, like al_legend.
> I also tried with cglegenditem__define but happens the same as with cglegend, so it should be related to that trick of drawing and erasing, as you said.

I wonder if it is just because I draw outside the PostScript window?
Could you find this code in the cglegenditem__define.pro code (about line 450 in my version):

```
IF !D.Name EQ 'PS' THEN BEGIN
  xx = 0.1
  yy=1.25
  xsize = !D.X_Size
  ysize = !D.Y_Size
ENDIF ELSE BEGIN
```

And change it to this:

```
IF !D.Name EQ 'PS' THEN BEGIN
  xx = 0.1
  yy = 0.85
  xsize = !D.X_Size
  ysize = !D.Y_Size
ENDIF ELSE BEGIN
```

Does that make any difference?

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.")
