
Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [David Fanning](#) on Mon, 17 Feb 2014 13:15:35 GMT
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elisadelgadomena@gmail.com writes:

> You were right, now with the last version of cglegenditem__define everything is fine, there is no necessity of changing yy=1.25 to 0.85.
> What I don't understand is why cglegend now also works fine if there is no difference between the previous and current version, contrary to what happens to cglegenditem__define

cgLegend is simply a one line wrapper for cgLegendItem for people who are afraid of objects. :-)

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.")
