Subject: Re: FG Bug -- Legend/Cleanup
Posted by Matthew Argall on Thu, 05 Mar 2015 15:09:20 GMT
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> I am not sure this is a bug.
> If you call LEGEND this way:
>  leg1 = legend(TARGET=[p1,p2])
> you can eventually force the labels by:
>  leg1[0].label = 'PLOT X'
>  leg1[1].label = 'PLOT Y'
> Even better would be to initialize NAME in both plot calls accordingly.

Yes, but having the object's name be the label is not ideal, since the only way I can retrieve plots from a window object is by their name. Let's say

name = '$\it E_n(z) = \int_{1}^{\infty} e^{-zt} t^{-n} dt, \Re(z)\geq  0$'

this is ok for the legend. But let's say I am carrying around the window object and want to retrieve the legend. I would then have to remember the name each time:

theLegend = win['$\it E_n(z) = \int_{1}^{\infty} e^{-zt} t^{-n} dt, \Re(z)\geq  0$']

I would much rather have a name that means something

name = 'theory'
theLegend = win['theory']

This goes double since I do not know how to get a name of child graphics objects. Something like this would be nice:

child_names = win -> GetNames()