## Subject: Re: Legend object without border
Posted by Paul Van Delst[1] on Tue, 22 Sep 2015 15:29:53 GMT

On 09/21/15 19:48, laura.hike@gmail.com wrote:
> Can anyone tell me how to produce a legend without a border using
> object graphics?  I don't see any option, keyword, etc., to control
> this.

LINESTYLE=' ' or LINESTYLE='none'

*and*

SHADOW=0

> As I try to learn new commands and techniques, I'm finding so many
> oddities or places with poor functionality in IDL that I think it might
> be time to switch to Python.....

Well, I wouldn't call it poor functionality. Maybe non-intuitive. And
sometimes annoyingly redundant - like your case where it takes two
keywords to do one thing. In my case, setting axes gridlines via TWO
keywords, [XYZ]GRIDSTYLE and [XYZ]TICKLEN, still makes me knock my
forehead on my desk. Grrr argghh! :o)

A portion of the FG interface also suffers from a mish-mash of the old
DG way of doing things. E.g. some FG options for alignment are DG-like

ALIGNMENT=0.5 and VERTICAL_ALIGNMENT=1.0

(where ALIGNMENT == horizontal alignment) and others are more FG-like
(e.g. text-based and slightly more meaningful keywords),

HORIZONTAL_ALIGNMENT='center' and VERTICAL_ALIGNMENT='top'

In the grand scheme of (what I am sure is) an enormous code base these
sorts of things are probably considered trivial in the "fix-it" column.
I remember them because I abhor special cases (more stuff to have to
remember).

Having groused about IDL, I do know if you switch to something else
(python, matlab, ruby, DSL-du-jour) you'll simply be switching one set
of idiosyncrasies for another.

Also, I've found deep slow breaths and couple two three "Om mani padme
hum"'s helps as well. (ha ha)

cheers,

paulv