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Subject: Re: Legend object without border

Posted by [laura.hike](#) on Wed, 23 Sep 2015 02:55:24 GMT

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Both of the suggested techniques work in the sense that you don't see a border when they are used, however, they don't accomplish my goal. The problem I have is that the legend overlaps some of my plotted lines, but wouldn't if there wasn't an actual box (with or without a border). When I use either of these techniques, the white corner of the legend box still overlaps the lines, causing a gap. I tried overplotting the lines again, but the box will not be overwritten, so I'm still at a loss. Is there no way to make the legend without creating a box at all?

I think a large portion of my frustration with IDL is that the documentation is poor. When I try something new, I look at the appropriate Exelis web page, but so many details aren't covered, like why there is a legend outline in one example but not the other. And yes, things often aren't intuitive. For example, on the page describing "legend," it does say that "linestyle" is a valid property, but I assumed that this would modify the lines in the legend, not the `_outline_` of the legend.

I switched to object graphics because I liked the way I could manipulate them until I get what I want and because there are more built-in functions than for the old graphic routines, but a lot of things are turning out to be difficult. (I used a user-written routine called "legend" previously -- I think it originated at MIT? -- and it seemed more intuitive and included many options.)

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