
Subject: Re: IDLgrLegend and ENABLE_FORMATTING
Posted by [Jim Pendleton, RSI](#) on Thu, 08 Jun 2006 14:39:59 GMT
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"Jamie Wheeler" <jamiedotwheeleratatmoxacuk@dummy.com> wrote in message
news:Pine.LNX.4.58.0606080406300.14281@ellinga.atm.ox.ac.uk. ..

> Hi all,

>

> I'd like to create a legend using the IDLgrLegend object but I need to be
> able to use subscripts and superscripts in the ITEM_NAMES. From my
> attempts thus far, I gather this is impossible. Please, someone... prove
> me wrong.

>

Here's a perfect instance for subclassing. The IDLgrLegend class does

almost everything you want it to do, but it lacks one small feature.

Don't edit the base class. Instead, create your own class and extend

the method that creates the IDLgrText objects.

```
Pro YourLegend::CreateGlyphs
```

```
Compile_Opt StrictArr
```

```
On_Error, 2
```

```
;
```

```
; Call the superclass method first.
```

```
;
```

```
self->IDLgrLegend::CreateGlyphs
```

```
;
```

```
; Now enable formatting on all your text objects.
```

```
;
```

```
For Index = 0L, N_elements(*self.pltem_Name) - 1 Do Begin
```

```
(*self.pTexts)[index]->SetProperty, Enable_Formatting = 1  
EndFor  
;  
; That's it!  
;  
End
```

```
Pro YourLegend__Define  
Compile_Opt StrictArr  
On_Error, 2  
YourLegend = {YourLegend, $  
    Inherits IDLgrLegend $  
}  
End
```

Instead of calling OBJ_NEW('IDLgrLegend'), call OBJ_NEW('YourLegend').

The behavior should be identical except it'll now recognize formatting commands in your strings.

Jim P.

> Thanks!

> Jamie
