
Subject: Re: How to simplify or mesh a IDLgrLegend Obj ?
Posted by [David Fanning](#) on Wed, 18 Feb 2009 03:44:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

dosfun@163.com writes:

```
> I have created a legend which include many items, how can I simpkify
> this legend? I mean to make this big legend into some small legends.
> Thank you for any tips.
>
> my code is like this:
>
> ....
> nameList = ['a', 'b', 'c']
> objList = [symbol_1, symbol_2, symbol_3]
>
> oLegend = Obj_New('IDLgrLegend' , $
>                 Item_Name = nameList, $
>                 Item_Obj = objList, $
>                 /Recompute )
```

Uh, maybe you could subscript your arrays. :-)

```
oLegend = Obj_New('IDLgrLegend' , $
                  Item_Name = nameList[0:1], $
                  Item_Obj = objList[0:1], $
                  /Recompute )
```

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: How to simplify or mesh a IDLgrLegend Obj ?
Posted by [dosfun](#) on Wed, 18 Feb 2009 05:06:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
> dos...@163.com writes:
>> I have created a legend which include many items, how can I simpkify
>> this legend? I mean to make this big legend into some small legends.
>> Thank you for any tips.
>
```

```

>> my code is like this:
>
>> ....
>> nameList = ['a', 'b', 'c']
>> objList = [symbol_1, symbol_2, symbol_3]
>
>> oLegend = Obj_New('IDLgrLegend' , $
>>                 Item_Name = nameList, $
>>                 Item_Obj = objList, $
>>                 /Recompute )
>
> Uh, maybe you could subscript your arrays. :-)
>
> oLegend = Obj_New('IDLgrLegend' , $
>                 Item_Name = nameList[0:1], $
>                 Item_Obj = objList[0:1], $
>                 /Recompute )
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

```

Thanks,

But what I really want is to break the legend into separate parts,
then I can move the separated legends one by one.

```

;; I plan to use
oLegend->Break, objList = objList

```

Cheers.

Subject: Re: How to simplify or mesh a IDLgrLegend Obj ?
 Posted by [David Fanning](#) on Wed, 18 Feb 2009 13:16:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

dosfun@163.com writes:

```

> But what I really want is to break the legend into separate parts,
> then I can move the separated legends one by one.
>

```

```
> ;; I plan to use  
> oLegend->Break, objList =3D objList
```

Uh, huh. And why do you think you can't you do that with my solution?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
