Subject: plot legends - pvwave
Posted by Pearson J E on Sat, 19 Aug 1995 07:00:00 GMT
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My query concerns the addition of legends on plots created by pvwave.

As I understand it, the positioning of a legend can only be accomplished by
using the XYOUTS function where x and y represent coordinates corresponding to
the x and y axis of the plot. In my sistuation I have a 2D graph whose axis can
vary significantly depending on choices made in the program. Therefore by using
the XYOUTS function my words often can end up on top of each other or not even
on the plot itself.

Is there anyway of making the positioning of the legend independent of the x
and
y axis of the plot ??

Any help much appreciated, thanks!!

--
Jonathan Pearson - Postgrad	Why Waste Time Learning?
Computer Science Dept.	When Ignorance Is Instantaneous!
University Of Essex,England	
Mail--jepear@essex.ac.uk	- Hobbes, from Calvin and Hobbes fame

Subject: Re: plot legends - pvwave
Posted by rep2857 on Mon, 21 Aug 1995 07:00:00 GMT
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In article <414qlu$ts7@seralph9.essex.ac.uk>,
Pearson J E <jepear@essex.ac.uk> wrote:
> My query concerns the addition of legends on plots created by pvwave.
>
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> using the XYOUTS function where x and y represent coordinates corresponding to
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> on the plot itself.
>
> Is there anyway of making the positioning of the legend independent of the x
> and
> y axis of the plot ??

Cc'd to jepear@essex.ac.uk

Sure. XYOUTS can position data anywhere (even off the drawing area as I have inadvertently found out on several occasions). The key is to use device coordinates rather than plot coordinates for positioning. The !X.S and !Y.S variables return the normalized coordinates of the scaling factors used in positioning the plot frame. The upper right coordinate of the plot frame can be determined with the following commands:

```
xoff = !D.X_VSize * (!X.S(0) + !X.S(1) * !X.CRange(1))
yoff = !D.Y_VSize * (!Y.S(0) + !Y.S(1) * !Y.CRange(1))
xyouts, xoff, yoff, /device, 'Legend'
```

Add a little space in the X direction based on something like the window dimensions and you have the starting coordinates for your legend. Increment Y by some value say !D.Y_Ch_Size * 1.1 or whatever seems to be appropriate for additional legend titles.

Mike Schienle Hughes Santa Barbara Research Center
Home: mgs@seldon.terminus.com Work: rep2857@sbsun0010.sbrc.hac.com
Contract Employee - Will visualize data for large amounts of money

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Subject: Re: plot legends - pvwave
Posted by rivers on Tue, 22 Aug 1995 07:00:00 GMT
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In article <41al9g$4pb@hacgate2.hac.com>, rep2857@sbsun0010.sbrc.hac.com (Mike Schienle) writes:
> In article <414qlu$ts7@seralph9.essex.ac.uk>,
> Pearson J E <jepear@essex.ac.uk> wrote:
>> My query concerns the addition of legends on plots created by pvwave.
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> yoff = !D.Y_VSize * (!Y.S(0) + !Y.S(1) * !Y.CRange(1))
> xyouts, xoff, yoff, /device, 'Legend'
>

You can also use normalized coordinates with XYOUTS
xyouts, .8, .8, /normal, 'Legend'

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Subject: Re: Plot legends
Posted by wlandsman on Mon, 12 Jun 2000 07:00:00 GMT
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In article <3944EDA8.12F70BEC@mathstat.dal.ca>, Simon de Vet
<simon@mathstat.dal.ca> wrote:
> Can anyone reccomentd an easy way to add a legend to a
postscript based
> plot?
>
You might try Fred Knight's program legend.pro available at
http://idlastro.gsfc.nasa.gov/ftp/pro/plot/legend.pro

with the associated demo program legendtest.pro
http://idlastro.gsfc.nasa.gov/ftp/pro/plot/legendtest.pro

--Wayne Landsman landsman@mpb.gsfc.nasa.gov

Subject: Re: Plot legends
Posted by alenhart on Wed, 14 Jun 2000 07:00:00 GMT
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Try Windt's library

http://mimas.astro.washington.edu/deutsch/idl/htmlhelp/libra ry08.html#LE
GEND

In article <3944EDA8.12F70BEC@mathstat.dal.ca>,
Simon de Vet <simon@mathstat.dal.ca> wrote:
> Can anyone reccomentd an easy way to add a legend to a postscript
based
> plot?
>
> Since this is such a fundamental thing to want to do, I presume this
is
> already automatic, or can be implemented easily... I've browsed
through
> the help, and through David's site, to no avail.
>
> Help! I can understand the meaning of my plots, but I doubt anyone
else
> could...
>
> Simon
>
>