
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 situation 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.

>

> 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 situation 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 ??

Cc'd to jepear@essex.ac.uk

```
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'
```

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

In article <41al9g\$4pb@hacgate2.hac.com>, rep2857@sbsun0010.sbrc.hac.com (Mike Schienle) writes:

Page 2 of 4 ---- Generated from [comp.lang.idl-pvwave](#) archive

> !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'
>

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

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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/library08.html#LEGEND>

In article <3944EDA8.12F70BEC@mathstat.dal.ca>,

Simon de Vet <simon@mathstat.dal.ca> wrote:

> Can anyone recommend 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

>

>

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