
Subject: Update to AL_Legend

Posted by [David Fanning](#) on Wed, 01 Feb 2012 19:04:14 GMT

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Folks,

I wanted to alert you to a couple of changes Wayne and I made to AL_Legend today that will fix some of the problems a few people have had using AL_Legend in the resizable graphics window, cgWindow.

The major change is how the WINDOW keyword is implemented. Previously, each Coyote Graphics command was added to the cgWindow individually. Now, the entire AL_Legend command is added to cgWindow as a single command. This is more in line with how other Coyote Graphics commands are written, and solved a number of problems that have been reported to us.

Also, some of you were having problems with the /CLEAR keyword, especially if you were working in normal, black IDL graphics windows. This has been fixed by a change to cgColor, in which I have added the color "background". This color is the opposite of the "opposite" color. :-)

Nevermind the details. The important thing is that cgColor can now also determine and return to you the background color of your graphics window. This is used to good advantage in AL_Legend by allowing us to "clear" the legend space in the background color and avoid another reported problem.

If you haven't updated your Astronomy and Coyote libraries in awhile, this would be a good time to do so. If you have updated libraries already, then you will just need to download the following two commands:

<http://www.idlcoyote.com/programs/cgcolor.pro>
http://idlastro.gsfc.nasa.gov/ftp/pro/plot/al_legend.pro

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
