
Subject: Adding Legends to Coyote Graphics Windows
Posted by [David Fanning](#) on Fri, 06 Dec 2013 20:52:26 GMT
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Folks,

I have nothing against the NASA routine AL_Legend for adding legends to graphics displays. I've used it for years, and so has nearly everyone I know. But, I've been feeling guilty about not having a "native" Coyote Graphics solution, and I have long wanted something a bit simpler to understand and use. A new program, cgLegend, may fit the bill. It doesn't have as many features as AL_Legend, but it does have the "fit and finish" of a Coyote Library program, which I like. You can find documentation here:

<http://www.idlcoyote.com/idldoc/cg/cglegend.html>

And you can find examples of using cgLegend in this updated web page:

http://www.idlcoyote.com/cg_tips/al_legend.php

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [atmospheric physics](#) on Mon, 09 Dec 2013 10:15:16 GMT
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Hello,

How to control the size of the text & symbols in the legend box?

Thanks in advance.

On Friday, December 6, 2013 9:52:26 PM UTC+1, David Fanning wrote:

> Folks,

>

>

>

> I have nothing against the NASA routine AL_Legend for adding legends to

>

> graphics displays. I've used it for years, and so has nearly everyone I
>
> know. But, I've been feeling guilty about not having a "native" Coyote
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> understand and use. A new program, cgLegend, may fit the bill. It
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> http://www.idlcoyote.com/cg_tips/al_legend.php
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> Cheers,
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>
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> David
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> --
>
> David Fanning, Ph.D.
>
> Fanning Software Consulting, Inc.
>
> Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by on Mon, 09 Dec 2013 10:43:50 GMT

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Den fredagen den 6:e december 2013 kl. 21:52:26 UTC+1 skrev David Fanning:

>
> <http://www.idlcoyote.com/idldoc/cg/cglegend.html>

Does this page exist?

When I try it I get to a page saying "I Can't Find the Page You Are Looking For..." and telling me to contact your technical support contractors. I did, and they directed me to an amusing but not entirely useful movie: <http://www.youtube.com/watch?v=tTmK1pu4ZjU>

Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [David Fanning](#) on Mon, 09 Dec 2013 13:22:05 GMT
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Mats Löfdahl writes:

>
> Den fredagen den 6:e december 2013 kl. 21:52:26 UTC+1 skrev David Fanning:
>>
>> <http://www.idlcoyote.com/idldoc/cg/cglegend.html>
>
> Does this page exist?

Yikes! It does now. Sorry about that.

> When I try it I get to a page saying "I Can't Find the Page You Are Looking For..." and telling me to contact your technical support contractors. I did, and they directed me to an amusing but not entirely useful movie: <http://www.youtube.com/watch?v=tTmK1pu4ZjU>

Funny. :-)

Cheers,

David

--

David Fanning, Ph.D.
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Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: Adding Legends to Coyote Graphics Windows

Posted by [David Fanning](#) on Mon, 09 Dec 2013 13:28:26 GMT

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Madhavan Bomidi writes:

> How to control the size of the text & symbols in the legend box?

There is always a good chance Coyote is hung over when I ask him to do a very simple thing like update the documentation on the web page. If he screws it up, like he did here, you can always open any Coyote Graphics routine and find the documentation at the very top of the file. It's built in, as it is on most IDL programs you find on the Internet. In this case, the keywords you are looking for are Charsize and Symsize.

Cheers,

David

--

David Fanning, Ph.D.

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Subject: Re: Adding Legends to Coyote Graphics Windows

Posted by on Mon, 09 Dec 2013 13:43:52 GMT

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Den måndagen den 9:e december 2013 kl. 14:22:05 UTC+1 skrev David Fanning:

> Mats Löfdahl writes:

>

>

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>>

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>> Den fredagen den 6:e december 2013 kl. 21:52:26 UTC+1 skrev David Fanning:

>

>>> <http://www.idlcoyote.com/idldoc/cg/cglegend.html>

>

>> Does this page exist?

>

> Yikes! It does now. Sorry about that.

Thanks!

I have found that with `al_legend`, I almost always use the top/bottom and left/right keywords for placement. Any chance you will implement them in `cglegend`?

Specifying the coordinates of the upper left hand corner of the legend box seems tricky if you want the legend to go in any other corner of the plot than upper left, given that you may want to add or remove items of various lengths. Or is there a smart way if thinking about this that I just don't see?

>> When I try it I get to a page saying "I Can't Find the Page You Are Looking For..." and telling me to contact your technical support contractors. I did, and they directed me to an amusing but not entirely useful movie: <http://www.youtube.com/watch?v=tTmK1pu4ZjU>

>

> Funny. :-)

:o)

Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [David Fanning](#) on Mon, 09 Dec 2013 14:07:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mats Löfdahl writes:

> I have found that with `al_legend`, I almost always use the top/bottom and left/right keywords for placement. Any chance you will implement them in `cglegend`?

Yes, there is a "chance" I will do something like this. I usually wait for people to ask for more complicated things, but I usually wait more than two minutes. ;-)

> Specifying the coordinates of the upper left hand corner of the legend box seems tricky if you want the legend to go in any other corner of the plot than upper left, given that you may want to add or remove items of various lengths. Or is there a smart way if thinking about this that I just don't see?

Here is the problem. It is impossible to know what size the legend is going to be until it is drawn. `AL_Legend` and `cgLegend` both solve the problem in the same way: they draw the legend twice, the second time overwriting the first. I had hoped to be able to do this a different way, and I wrote code to do so, but I haven't been able to make it work correctly in the PostScript device yet.

Of course, as I am writing this I am thinking of another way it might be implemented. So, yes, there is a "chance". But, why would you choose `cgLegend` over `AL_Legend` if they both did the same thing?

Cheers,

David

--

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Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by on Mon, 09 Dec 2013 15:10:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Den måndagen den 9:e december 2013 kl. 15:07:58 UTC+1 skrev David Fanning:

> Mats Löfdahl writes:

>

>> I have found that with `al_legend`, I almost always use the top/bottom and left/right keywords for placement. Any chance you will implement them in `cglegend`?

>

> Yes, there is a "chance" I will do something like this. I usually wait
> for people to ask for more complicated things, but I usually wait more
> than two minutes. ;-)

Not complicated enough? OK, what about automatically figuring out where there is empty space in the plot and put the legend there? :o)

>> Specifying the coordinates of the upper left hand corner of the legend box seems tricky if you want the legend to go in any other corner of the plot than upper left, given that you may want to add or remove items of various lengths. Or is there a smart way if thinking about this that I just don't see?

>

> Here is the problem. It is impossible to know what size the legend is
> going to be until it is drawn. `AL_Legend` and `cgLegend` both solve the
> problem in the same way: they draw the legend twice, the second time
> overwriting the first. I had hoped to be able to do this a different
> way, and I wrote code to do so, but I haven't been able to make it work
> correctly in the PostScript device yet.

I realize that something like that has to go on behind the scene. What I meant was that I didn't know of a smart way to figure this out as a user.

> Of course, as I am writing this I am thinking of another way it might be
> implemented. So, yes, there is a "chance". But, why would you choose
> `cgLegend` over `AL_Legend` if they both did the same thing?

They are solving the same problem, so there's bound to be some overlap. The placement keywords are overlap that I would like to see but that doesn't mean I don't think you will make `cgLegend` smarter than `AL_Legend` in many other respects.

Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [David Fanning](#) on Mon, 09 Dec 2013 22:10:10 GMT
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Mats Löfdahl writes:

> I have found that with `al_legend`, I almost always use the top/bottom and left/right keywords for placement. Any chance you will implement them in `cglegend`?

I have added functionality to `cgLegend` that will make this slightly more flexible than `AL_Legend`, I think. Here is how it works.

There is an `ALIGNMENT` keyword that can be used to change the meaning of the `LOCATION` keyword. (The `LOCATION` keyword is called `POSITION` in `AL_Legend`, but I use `POSITION` to mean a particular four-element array in Coyote Graphics, so I changed this keyword name.) Basically, with the `ALIGNMENT` keyword you can specify whether the `LOCATION` is any of the four corners of the legend "box", or the middle of any of the four sides of the legend "box". You have eight choices.

This allows you to put the legend anywhere you like in the plot window (including outside the plot, if you want to). You can center the legend box both horizontally and vertically. Or, you can left, right, top, and bottom align it. You simply specify a point location, and tell me, with the `ALIGNMENT` keyword, what part of the box should be aligned with that point.

You will need two files:

<http://www.idlcoyote.com/programs/cglegend.pro>
<http://www.idlcoyote.com/programs/cglegenditem.pro>

You can find documentation on the program and on the `ALIGNMENT` keyword [here](#):

<http://www.idlcoyote.com/idldoc/cg/cglegend.html>

Hours spent updating `cgLegend` for better legend positioning: 8 hours.

Income from newsgroup requested activities for December: \$60.

Cheers,

David

--

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

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

Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [David Fanning](#) on Mon, 09 Dec 2013 22:22:19 GMT
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David Fanning writes:

> This allows you to put the legend anywhere you like in the plot window
> (including outside the plot, if you want to). You can center the legend
> box both horizontally and vertically. Or, you can left, right, top, and
> bottom align it. You simply specify a point location, and tell me, with
> the ALIGNMENT keyword, what part of the box should be aligned with that
> point.

Oh, I also fixed it so that I only have to draw things on the plot once.
More or less. I had to use some smoke and mirrors to do this, but it
works pretty good, I think. In PostScript I just write off the page
where you can't see it. :-)

This also works in cgWindows in the usual way.

Cheers,

David

--
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Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [atmospheric physics](#) on Tue, 10 Dec 2013 10:19:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for your effort and update.

On Monday, December 9, 2013 11:22:19 PM UTC+1, David Fanning wrote:

> David Fanning writes:

>
>
>

>> This allows you to put the legend anywhere you like in the plot window

>
>> (including outside the plot, if you want to). You can center the legend
>
>> box both horizontally and vertically. Or, you can left, right, top, and
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Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [elisadelgadomena](#) on Fri, 14 Feb 2014 15:09:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello David

First of all, thank for all your effort, it's being very helpful for me.

I wanted to do a plot with a colorbar, legend and several data sets and I was searching in your available examples to do that.

Finally I got it and it's perfect but I have a small problem. When saving it in a ps or eps the first appearance is correct (open with gv for example) but when I include it in a latex to produce a ps or pdf the titles of the legend are appearing in their normal place but also in the upper left part of the plot, ones over the others, but outside, getting mixed with other plots or text that appear in the pdf. Have this happened to you? Since I'm a newbie in coyote libraries maybe I'm doing something wrong but I cannot find the error. I have something like this:

```
set_plot,'ps'  
device,filename='plot.eps',/color,/encapsulated  
  
cgPlot, mass6,log_Li6, /NoData, XTitle='Mass', YTitle='log Li',xrange=[0.7,1.75],yrange=[-0.8,3.5]  
cgplotS,mass6,log_Li6,psym=8,color=age6_colors  
cgplotS,mass7,log_Li7,psym=symcat(17),color=age7_colors  
cgplotS,mass8,log_Li8,psym=symcat(18),color=age8_colors  
cgColorbar, /Vertical, Position=[0.9, 0.1, 0.95, 0.9], Bottom=1, NColors=255, $  
    Minor=0, YTicklen=1, Range=[0,12], $  
    /Right, Title='Age (Gyr)', Format='(I2)',/fit  
cglegend,titles=['planets harps','comparison harps','planets  
others'],psyms=[8,6,17],/box,length=0,location=[0.7,0.28],ch arsize=1.2  
  
device,/close  
set_plot,'x'
```

I changed the order of the legend (before the first cgplotS) and also I added the keyword alignment to the legend, but nothing changed...

I also tried to change from eps to ps but again obtained the same result :(

thanks

Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [David Fanning](#) on Fri, 14 Feb 2014 15:36:41 GMT
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elisadelgadomena@gmail.com writes:

- > First of all, thank for all your effort, it's being very helpful for me.
- > I wanted to do a plot with a colorbar, legend and several data sets and I was searching in your available examples to do that.
- > Finally I got it and it's perfect but I have a small problem. When saving it in a ps or eps the first

appearance is correct (open with gv for example) but when I include it in a latex to produce a ps or pdf the titles of the legend are appearing in their normal place but also in the upper left part of the plot, ones over the others, but outside, getting mixed with other plots or text that appear in the pdf.
> Have this happened to you?

No, it has never happened to me, but it is not totally surprising to me, either. :-)

The problem with a legend is that to create one and draw a box around it, or to add a background color, or to place it somewhere in the graphics window, you have to know how big it is. In particular, you have to know the length of your text strings. Unfortunately, with direct graphics, the only way to discover the length of your text string is to draw it somewhere. In other words, you can only find out *after* the fact.

So, there are a lot of smoke and mirror tricks that have be used. One of my tricks is to use a pixmap to do the drawing. That works for graphics windows, but not for PostScript files. In PostScript files, I tend to draw the text off the page and in the background color, hoping no one will notice. Obviously, I haven't been totally successful. :-(

I honestly don't know how to solve this problem. I'm not sure the problem *can* be solved. I'll look into it. But I don't have great expectations for success. Sorry.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [David Fanning](#) on Fri, 14 Feb 2014 15:45:45 GMT
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David Fanning writes:

>
> elisadelgadomena@gmail.com writes:
>
>> First of all, thank for all your effort, it's being very helpful for me.
>> I wanted to do a plot with a colorbar, legend and several data sets and I was searching in your available examples to do that.

>> Finally I got it and it's perfect but I have a small problem. When saving it in a ps or eps the first appearance is correct (open with gv for example) but when I include it in a latex to produce a ps or pdf the titles of the legend are appearing in their normal place but also in the upper left part of the plot, ones over the others, but outside, getting mixed with other plots or text that appear in the pdf.
>> Have this happened to you?

>

> No, it has never happened to me, but it is not totally surprising to me,
> either. :-)

I'm not sure I can duplicate the problem. I created a plot with a legend as a PostScript file and I opened it in Adobe Illustrator, which I assumed would be the equivalent of opening it in LaTeX, but the graphic looks perfect in Illustrator.

I'm afraid I don't have time right now to figure out how to install and use LaTeX. Perhaps someone else here has a suggestion.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [David Fanning](#) on Fri, 14 Feb 2014 16:11:48 GMT
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David Fanning writes:

> So, there are a lot of smoke and mirror tricks that have be used. One of
> my tricks is to use a pixmap to do the drawing. That works for graphics
> windows, but not for PostScript files. In PostScript files, I tend to
> draw the text off the page and in the background color, hoping no one
> will notice. Obviously, I haven't been totally successful. :-)

Ah, it turns out I *wasn't* doing this in the background color as I assumed I was. Try this version of the program and see if the results are any better.

http://www.idlcoyote.com/programs/cglegenditem__define.pro

Cheers,

David

--

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Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [elisadelgadomena](#) on Fri, 14 Feb 2014 17:09:46 GMT
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Hi David

Thanks for the quick answer. I will try that new.

In any case I changed to `al_legend` and it worked! Before I was using `legend.pro`, I didn't know this one, and I assumed that I had to use `cglegend` when using `cgplot` (since the normal `legend.pro` was not working with `cgplot`).

I kept the program as before, just changing from `cglegend` to `al_legend` and though the appearance of the eps opened with `gb` or similar is the same, when creating the pdf in latex nothing strange appears now.

Sorry for having bothered you, I just discovered now `al_legend`.

I don't know if it happens only in latex or when attaching the plot to other text editors too...

Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [David Fanning](#) on Fri, 14 Feb 2014 17:22:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

elisadelgadomena@gmail.com writes:

> Thanks for the quick answer. I will try that new.

> In any case I changed to `al_legend` and it worked! Before I was using `legend.pro`, I didn't know this one, and I assumed that I had to use `cglegend` when using `cgplot` (since the normal `legend.pro` was not working with `cgplot`).

> I kept the program as before, just changing from `cglegend` to `al_legend` and though the appearance of the eps opened with `gb` or similar is the same, when creating the pdf in latex nothing strange appears now.

Yes, `AL_LEGEND` does the smoke and mirror trick in a slightly different way. It draws the legend twice, but then "erases" the first instance by drawing a rectangle over the first instance in the background color. My solution was an attempt to avoid drawing the entire legend twice. :-)

Cheers,

David

--

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Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [elisadelgadomena](#) on Fri, 14 Feb 2014 18:04:34 GMT
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It also works with the normal legend. Initially I thought it wasn't because the legend doesn't appear when plotting in the window but it does when saving in a ps, like `al_legend`.
I also tried with `cglegenditem__define` but happens the same as with `cglegend`, so it should be related to that trick of drawing and erasing, as you said.
Thanks a lot for your help and your time :)

Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [David Fanning](#) on Fri, 14 Feb 2014 18:09:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

elisadelgadomena@gmail.com writes:

> It also works with the normal legend. Initially I thought it wasn't because the legend doesn't appear when plotting in the window but it does when saving in a ps, like `al_legend`.
> I also tried with `cglegenditem__define` but happens the same as with `cglegend`, so it should be related to that trick of drawing and erasing, as you said.

I wonder if it is just because I draw outside the PostScript window?
Could you find this code in the `cglegenditem__define.pro` code (about line 450 in my version):

```
IF !D.Name EQ 'PS' THEN BEGIN
    xx = 0.1
    yy=1.25
    xsize = !D.X_Size
    ysize = !D.Y_Size
ENDIF ELSE BEGIN
```

And change it to this:

```
IF !D.Name EQ 'PS' THEN BEGIN
    xx = 0.1
    yy = 0.85
    xsize = !D.X_Size
    ysize = !D.Y_Size
ENDIF ELSE BEGIN
```

Does that make any difference?

Cheers,

David

--

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Subject: Re: Adding Legends to Coyote Graphics Windows

Posted by [elisadelgadomena](#) on Fri, 14 Feb 2014 18:48:50 GMT

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Indeed!! it makes a difference!

Now the legend is normal, but the titles appear again overplotted. However this time they already appear when opening the ps in gv (and of course with latex) since they are inside the axes limits.

So maybe the solution is to put bigger numbers there, so they won't appear in a normal A4 page (when inserting in an editor text like latex). I wonder if they will appear in the previous pages, hehehe

Subject: Re: Adding Legends to Coyote Graphics Windows

Posted by [David Fanning](#) on Fri, 14 Feb 2014 18:54:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

elisadelgadomena@gmail.com writes:

> Now the legend is normal, but the titles appear again overplotted. However this time they already appear when opening the ps in gv (and of course with latex) since they are inside the axes limits.

How is it that they "appear"? They are suppose to be written in the background color. It would be truly remarkable if they "appear". ;-)

Did you use the version of the software that draws in the background color? How many versions of the Coyote Library do you have on your machine? Have you updated to the latest version recently? I mean, in the last hour?

Cheers,

David

--

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Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [elisadelgadomena](#) on Fri, 14 Feb 2014 19:04:53 GMT
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I installed coyote libraries for the first time last week, and I put the latest ones, but I did this change in the program that was already there, I didn't copy the link you sent a while ago, sorry if I was wrong
Now I have to leave but I will come back to this and let you know.

cheers, Elisa

Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [elisadelgadomena](#) on Mon, 17 Feb 2014 11:38:11 GMT
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Hi again
You were right, now with the last version of `cglegenditem__define` everything is fine, there is no necessity of changing `yy=1.25` to `0.85`.
What I don't understand is why `cglegend` now also works fine if there is no difference between the previous and current version, contrary to what happens to `cglegenditem__define`

thanks

Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [David Fanning](#) on Mon, 17 Feb 2014 13:15:35 GMT
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elisadelgadomena@gmail.com writes:

> You were right, now with the last version of `cglegenditem__define` everything is fine, there is no necessity of changing `yy=1.25` to `0.85`.
> What I don't understand is why `cglegend` now also works fine if there is no difference between the previous and current version, contrary to what happens to `cglegenditem__define`

`cgLegend` is simply a one line wrapper for `cgLegendItem` for people who are afraid of objects. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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