

LEGEND ... FILL**PURPOSE**

Specifies the fill of the legends to appear on subsequent plots.

DESCRIPTION

The legends are the text which the analyst can position anywhere (via the LEGEND ... COORDINATES command) on a plot. The legends appear on all subsequent plots until blanked out (via a LEGEND command with no arguments) or until overridden with new legends. 100 such legends can be specified.

Legends can contain the special symbols available to the TEXT (see the Text Attributes chapter for a list of available symbols) command and the special plotting symbols used by the CHARACTER (see the Graphics Attributes chapter for a list of available symbols) command. These special symbols are identified with a trailing () symbol. Entering one of these special strings in the LEGEND command causes the symbol to be plotted in the legend. The following special symbols will also be solid filled if the legend fill is on:

CIRC(), SQUA(), TRIA(), REVT(), PYRA(), DIAM()

for a circle, square, triangle, reverse triangle, pyramid, and diamond respectively.

Entering one of the above strings in the text for the LEGEND command causes the symbol to be plotted in the legend. If the legend fill is on, it is solid filled as well. This capability is typically used to identify a trace drawn with one of the special plotting symbols. The legend fill only applies to the above special plot symbols and has no effect if one of these symbols is not contained in the legend text.

SYNTAX

LEGEND <id> FILL <fill>

where <id> is an integer number or parameter in the range 1 to 100 that specifies the legend identifier;

and <fill> should be SOLID to generate a solid filled symbol and it should be OFF to generate the symbol with no fill.

EXAMPLES

LEGEND 1 FILL SOLID

LEGEND 1 FILL OFF

LEGEND FILL SOLID

NOTE 1

The LEGEND FILL command only applies if the legend is drawn with a software font (see the documentation for the FONT command for details). It is ignored if the legend is drawn with a hardware font. Only solid fills are supported at this time.

NOTE 2

When specifying the special symbol to the CHARACTER command, the trailing () is omitted. However, the trailing () is required when entering it into the LEGEND command.

NOTE 3

A LEGEND ... FILL command with no fill reverts the fill to default. Thus LEGEND 1 FILL with no fill reverts the fill of legend 1 to default. A LEGEND ... FILL command with no <id> refers to all 100 legends. Thus LEGEND FILL SOLID assigns the fill SOLID to all 100 legends. LABEL FILL with no <id> and no fill reverts all 100 legends to the default fill. The legend fills hold for all subsequent plots until defaulted (via the LEGEND ... FILL command with no arguments) or until overridden with new legend fills.

NOTE 4

The FILL command performs a function similar to the LEGEND FILL command for the TEXT command.

DEFAULT

All legend fills are off.

SYNONYMS

None

RELATED COMMANDS

PLOT	=	Generates a data or function plot.
LEGEND	=	Specify the legends for subsequent plots.

LEGEND FONT = Sets the plot legend fonts.
 FILL = Sets the fill for all text elements.

APPLICATIONS

Presentation Graphics

IMPLEMENTATION DATE

89/2

PROGRAM

```

LET LEAD = DATA ...
    164 426 59 98 312 263 607 497 213 54 160 262 547 325 419 94 70
LET POT = DATA ...
    106 175 61 79 94 121 424 328 107 218 140 179 246 231 245 339 99
.
CHARACTER CIRCLE SQUARE
CHARACTER FILL ON ALL
LINE BLANK ALL
LEGEND 1 CIRC() - POTASSIUM
LEGEND 2 SQUA() - LEAD
LEGEND FONT DUPLEX
LEGEND FILL SOLID
.
TITLE DEMONSTRATE LEGEND FILL COMMAND
TITLE SIZE 4
LET X = SEQUENCE 1 1 17
PLOT POT LEAD VERSUS X
    
```

