Subject: Re: Legend & spline interpolation

Posted by mirek on Mon, 28 Sep 2020 11:59:59 GMT

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OK, I can call ShowSeriesLegend(false) (what about having NoSeriesLegend here?) to remove the spline legend line, but I would also wish to have green line with that red diamond. I think the fun is spoiled by

if (serie.opacity > 0 && serie.thickness > 0 && serie.seriesPlot)

serie.seriesPlot in Legent.cpp. I guess we would need something like (serie.seriesPlot || serie.legendLine) there...

Mirek