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Subject: Legend & spline interpolation  
Posted by [mirek](#) on Mon, 28 Sep 2020 11:46:28 GMT  
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Hi,

thanks for adding that spline example into ScatterDraw. However there is one tidbit missing, it technically adds 2 series, which is OK, but also adds 2 legend lines when I want to show individual values, which is less OK. Is there a way how to get them combined?

To make it more clean, currently this is what I get with scatterdraw:

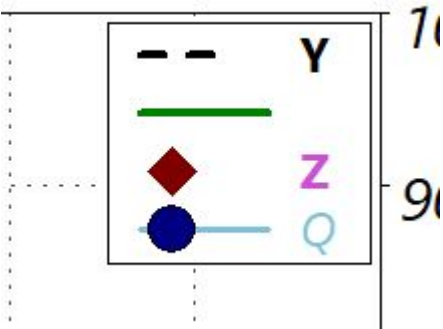
and this is what I want it to be (in the application, I am exporting the chart to .xlsx, so this is from the same testing graph...)

(in the next message...)

#### File Attachments

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1) [Clipboard01.jpg](#), downloaded 546 times



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Subject: Re: Legend & spline interpolation  
Posted by [mirek](#) on Mon, 28 Sep 2020 11:47:24 GMT  
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(sorry for splitting this, there is 1 file / message limit)

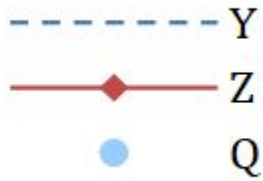
Is there a way to achieve that?

Mirek

#### File Attachments

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1) [Clipboard02.jpg](#), downloaded 515 times



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

Mirek

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Subject: Re: Legend & spline interpolation  
Posted by [koldo](#) on Mon, 28 Sep 2020 16:06:56 GMT  
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Quote:`NoSeriesLegendAdded`.

Quote:I would also wish to have green line with that red diamond.I can't figure out how to do it. It would be like mixing two series in one. Do you have any idea?