

legendstyle — Choices for look of legends

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Syntax

<i>legendstyle</i>	Description
default	determined by scheme

Other *legendstyles* may be available; type

```
. graph query legendstyle
```

to obtain the complete list of *legendstyles* installed on your computer.

Description

legendstyle specifies the overall style of legends and is specified in the `legend(style())` option:

```
. graph ..., legend( ... style(legendstyle) ...)
```

Remarks and examples

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What is a legend?

A legend is a table that shows the symbols used in a graph along with text describing their meaning. Each symbol/text entry in a legend is called a key. See [G-3] [legend_options](#) for more information.

What is a legendstyle?

The look of a legend is defined by 14 attributes:

1. The number of columns or rows of the table
2. Whether, in a multicolumn table, the first, second, . . . , keys appear across the rows or down the columns
3. Whether the symbol/text of a key appears horizontally adjacent or vertically stacked
4. The gap between lines of the legend
5. The gap between columns of the legend

6. How the symbol of a key is aligned and justified
7. The gap between the symbol and text of a key
8. The height to be allocated in the table for the symbol of the key
9. The width to be allocated in the table for the symbol of the key
10. The width to be allocated in the table for the text of the key
11. Whether the above-specified height and width are to be dynamically adjusted according to contents of the keys
12. The margin around the legend
13. The color, size, etc., of the text of a key (17 features)
14. The look of any titles, subtitles, notes, and captions placed around the table (23 characteristics each)

The *legendstyle* specifies all 14 of these attributes.

You do not need to specify a *legendstyle*

The *legendstyle* is specified in the option

```
legend(style(legendstyle))
```

Correspondingly, option `legend()` has other suboptions that will allow you to specify the 14 attributes individually; see [G-3] *legend_options*.

Specify the *legendstyle* when a style exists that is exactly what you desire or when another style would allow you to specify fewer changes to obtain what you want.

Also see

[G-3] *legend_options* — Options for specifying legends