

How to create a legend ?

The command `KEY` is designed to create a legend with a marker type. Since the version 2.07 of **PAW** this command has been expanded, and allows to produce legends with lines and filled areas. For the **PAW** versions before 2.07 a macro similar to the following one can be used:

```
Macro Legend
TYPE = [1]      | Type of hatches
X1  = [2]      | X bottom left corner of the box.
X2  = [3]      | X top right corner of the box.
Y1  = [4]      | Y bottom left corner of the box.
Y2  = [5]      | Y top right corner of the box.
TEXT = [6]      | Text to be printed
Set FAIS 3
Set FASI [TYPE]
Set BORD 1
Box [X1] [X2] [Y1] [Y2]
Set TXAL 03
XT = [X2]+$GRAFINFO('?CHHE')
YT = ([Y2]+[Y1])/2
Itx [XT] [YT] [TEXT]
Return
```

Note that this kind of macro is anyway useful to personalise an output.

A graphical view of the marker types available.

The marker type available are...

- 1. Point shape (.).
- 2. Plus shape (+).
- 3. Asterisk shape (*).
- 4. Circle shape (o).
- 5. X shape (x).

And also

Marker Type	Marker
31	✱
30	☆
29	★
28	✚
27	◇
26	△
25	□
24	○
23	▼
22	▲
21	■
20	●

- The marker type can be changed with the command `SET MTYP n`
- The marker size can be changed with the commands `SET MSCF size` and `SET KSIK size` for the 1D histogram plotting.
- **The marker type 1 is not scalable.**