

1.
 - a. .(OnLegendPointClick)
 - b. arguments , , .
2.
 - a. Script Editor OnLegendPointClick .

```

sample code

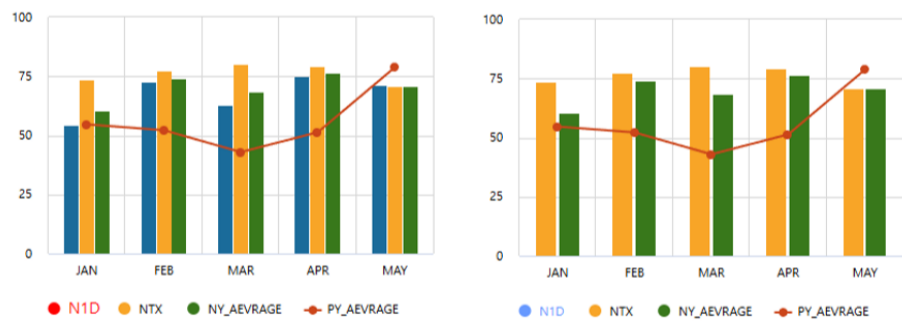
/*****
 *
 *
 * * arguments :
 *
 *         string      Id (ReadOnly:False) :
 *         string      Label (ReadOnly:False) : Point
 *         string      Visible (ReadOnly:False) :
 *         string      Color (ReadOnly:False) :
 *         string      FontColor (ReadOnly:False) :
 *         string      FontWeight (ReadOnly:False) :
 *         string      FontSize (ReadOnly:False) :
 *         string      SymbolColor (ReadOnly:False) :
 *         boolean     Cancel (ReadOnly:False) : ( )
 *****/
var OnLegendPointClick = function(sender, args){
}
    
```

- b. arguments Cancel true , .
- c. arguments FontColor, SymbolColor , .
 - i. , .(SymbolColor , .)

```

sample code

/*****
 *
 *
 * * arguments :
 *
 *         string      Id (ReadOnly:False) :
 *         string      Label (ReadOnly:False) : Point
 *         string      Visible (ReadOnly:False) :
 *         string      Color (ReadOnly:False) :
 *         string      FontColor (ReadOnly:False) :
 *         string      FontWeight (ReadOnly:False) :
 *         string      FontSize (ReadOnly:False) :
 *         string      SymbolColor (ReadOnly:False) :
 *         boolean     Cancel (ReadOnly:False) : ( )
 *****/
var OnLegendPointClick = function(sender, args){
    if(args.Visible === true) {
        //
        args.FontColor = '#FF0000';
        args.SymbolColor = '#FF0000';
        args.FontSize = '14px';
    } else {
        args.FontColor = '#6799FF';
        args.SymbolColor = '#6799FF';
        args.FontSize = '';
    }
}
    
```



<input checked="" type="checkbox"/>	API Open	<input type="checkbox"/>	UI Open	<input type="checkbox"/>	Read Only	<input type="checkbox"/>	Not Use	<input type="checkbox"/>	Hidden	<input type="checkbox"/>	Not Recommend	<input type="checkbox"/>
• Release No : 7.0.500.20250514-21												

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- URL :
