
Subject: bug in scatterdraw.h and its fix

Posted by [aftershock](#) on Thu, 11 May 2017 13:15:32 GMT

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Hi,

I found a bug in scatterdraw.h in ScatterDraw::Plot.

around here

```
double xx, yy;
if (fastViewX) {
    yy = series[j].PointsData()->y(i);
    if (IsNull(yy)) {
        ++i;
        continue;
    }
    int64 ii;
    double maxv = dxpix*npix;
    double maxY = yy, minY = yy;
    for (ii = 1; i + ii < imax && series[j].PointsData()->x(i + ii) < maxv; ++ii) {
        double dd = series[j].PointsData()->y(i + ii);
        if (IsNull(dd))
            continue;
        //yy += dd;
        maxY = max(maxY, dd);
        minY
```

this line is incorrect

```
double maxv = dxpix*npix;
```

the fix is

```
double maxv = series[j].PointsData()->x(imin)+ dxpix*npix;
```

The bug causes to have extra points on the graph.. which is ugly, on the left..
a lot of points..

Enjoy!

Subject: Re: bug in scatterdraw.h and its fix

Posted by [koldo](#) on Fri, 12 May 2017 08:02:44 GMT

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Thank you Aftershock.

You have done a great job finding the bug and solving it.

Thank you!
