
Subject: Re: Geom/PlotterCtrl fixed plot
Posted by [pap2k](#) on Thu, 12 Jul 2007 08:29:38 GMT
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Here it is a simple math draw sample :

```
#ifndef _Math_Math_h
#define _Math_Math_h
```

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
#define LAYOUTFILE <Math/Math.lay>
#include <CtrlCore/lay.h>
```

```
#include <CtrlLib/CtrlLib.h>
#include <Geom/Ctrl/GeomCtrl.h>
#include <sstream>
```

```
struct MahtPlot : public PlotterCtrl
{
```

```
struct draw_point_pos
```

```
{
draw_point_pos( Plotter* _plotter) : plotter_( _plotter) {}
void operator()(const Pointf& _p)
{
//std::ostringstream msg;
//msg << "(" << _p.x <<";" << _p.y << ")";
//plotter_->GetDraw().DrawText( plotter_->LtoP(_p).x, plotter_->LtoP(_p).y, msg.str().c_str());
plotter_->GetDraw().DrawEllipse(plotter_->LtoP(_p).x, plotter_->LtoP(_p).y, 2,2);
```

```
}
Plotter* plotter_;
};
```

```
void Plot(Plotter& plotter)
{
plotter.GetDraw().DrawRect(
Rect(plotter.LtoP(Pointf(left_, top_)),plotter.LtoP(Pointf(rigth_, bottom_))), Yellow());
```

```
draw_point_pos point_plot(&plotter);
for(double x = left_; x <= rigth_; x += x_step_)
point_plot(Pointf(x, MathFunc(x)));
}
```

```
double MathFunc(const double& _x)
```

```

{
    return _x*_x;
}

MahtPlot(const double& _left = -10.0,
    const double& _top = 10.0,
    const double& _righth = 10.0,
    const double& _bottom = -10.0,
    const double& _x_step = 0.1) :
    left_(_left), top_(_top), righth_(_righth), bottom_(_bottom), x_step_(_x_step)
{
    buffer_paint = true;
    ShowScroll(false);
    Rectf bonding_box(Pointf(left_, top_),Pointf(righth_, bottom_));
    SetExtent(bonding_box);
    UserZoom(bonding_box, false);
}

double left_;
double top_;
double righth_;
double bottom_;
double x_step_;
};

```

```

class MathGraph : public WithMathGraphLayout<TopWindow> {
public:
    typedef MathGraph CLASSNAME;
    MathGraph()
    {
        CtrlLayout(*this, "Window title");
        AddFrame(status_);
        this->Sizeable();
        Add(plot_.SizePos());
    }
    StatusBar status_;
    MahtPlot plot_;
};

#endif

```

What's wrong with this simple code ?

(-> why there is no Yellow rectangle on screen ?)

(-> why the userzoom isn't really set to -10 -> 10 ?)

Is there somewhere sample of use of PlotterCtrl ?

Thank's in advance.