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Subject: Re: PlotCtrl

Posted by [dolik.rce](#) on Sun, 23 Aug 2009 09:38:16 GMT

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koldo wrote on Sun, 23 August 2009 10:01 The code is rather slow. It requires to be compiled with the "Speed" option.

I do not know why compiling with "Debug" and "Speed" I get different initial screen (using MinGW) Well, that is very interesting... I will try to get a computer with windows and test this with MinGW as soon as possible. At this moment I have no idea why the initial zoom should differ between different settings/compilers. I've just tried speed settings with gcc and it looks exactly the same as with debug. Also, none of the pictures you posted looks right, there must be something in MinGW that causes trouble in determining the scales.

Concerning the speed: it depends a lot on the number of datapoints in current view. And as I stated before, it is intended for static display, my applications usually compute something in orders of minutes up to days, so few more seconds to plot and save the results are not really important That said, I have to note, that I'm still trying to optimize it as much as possible...

koldo wrote on Sun, 23 August 2009 10:01 Zooming enough the horizontal axis numbers get mixed between them. It would be very good to avoid that by for example limiting the number of numbers in horizontal axis (just to choose something not perfect but simple)

I'm aware of that. I just did not decide yet how to work this around. I see basically two different solutions:

- 1) Limit the number of labels on axis, but this could lead in some cases to having just two (or even one) labels on axis, which could make the orientation much harder.
- 2) List the numbers in the form of offset + difference. This would make the axis easy to read, especially for measuring distances, but it's not really common in any software I know, so I'm not sure how the users would react. (Just for clarification: by offset + difference I mean something like 12500 on the end of axis and 5, 10, 15, 20, ... at the labeled positions)

It seems to me as a tough decision to choose between user friendliness and usability.

koldo wrote on Sun, 23 August 2009 10:01 I think that the control would be more intuitive if the zoom wold be done by rolling the center wheel of the mouse

That should be quite easy to implement, I'll try to make it appear in next update. I just didn't feel the need for this feature, since I'm using primarily my laptops touchpad

Thanks for your testing and suggestions.

Regards

Honza

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