pveach1 wrote on Mon, 24 August 2009 13:28
I would like to see this project expanded into a general charting library. It has a lot of potential especially when combined with the new headless drawing capabilities.

Google has an online charting service. But if they change it, a lot of programs will break.

One of the more confusing things is setting coordinate transformation/translation. I am currently using Win32 API to set xformations. Like this:

XFORM xm_ = { 1, 0, 0, -1, FLOAT(size.cx -100), FLOAT(Offset + size.cy+50)};
HDC hdc = w.GetHandle();
SetGraphicsMode (hdc, GM_ADVANCED);
SetWorldTransform (hdc, & xm);
// do something
SetWorldTransform (hdc, & xm_default) ; // restore coordinates

This is only valid for WIN2k or later.

I am unsure how U++ draw does xforms.

Any plotting package IMHO should use Painter.

See PainterExamples, that is selfexplaining code covering all details, including transformation matrices.

Mirek