Subject: Re: Scatter Control
Posted by ktj9 on Fri, 16 Apr 2010 00:35:44 GMT
View Forum Message <> Reply to Message

Hello,
I tried to run TestScatter2, but it is stuck in infinite loops in Scatter::SetRange and Scatter::SetMajorUnits. Callers are scatter2.SetRange(12,60) and scatter2.SetMajorUnits(2,10) in Tab2::Tab2().

I am using UPP2232, MSC8, on XP.

I use magic numbers to solve the problem, but I bet there are better solutions, if I understand the meaning of those members.
After the hack, the example looks great! Thanks!

```
Scatter &Scatter::SetRange(double rx, double ry, double ry2)
{
 xRange=rx;
 yRange=ry;
 yRange2=ry2;
 xMajorUnit=xRange/10;
 int count=0;
 while (xMinUnit > xMajorUnit && count < 1000){
  xMinUnit -= xMajorUnit;
  ++count;
 }
 yMajorUnit=yRange/10;
 count = 0;
 while (yMinUnit > yMajorUnit && count < 1000){
  yMinUnit -= yMajorUnit;
  ++count;
 }
 yMajorUnit2=yRange2/10;
 count = 0;
 while (yMinUnit2 > yMajorUnit2 && count < 1000) {
  yMinUnit2 -= yMajorUnit2;
  ++count;
 }
 return *this;
}
Scatter &Scatter::SetMajorUnits(double ux, double uy)
{
 //if (ux > xRange) throw (Exc(t_("Invalid X major units!")));
 //if (uy > yRange) throw (Exc(t_("Invalid Y major units!")));
 xMajorUnit=ux;
 yMajorUnit=uy;
 yMajorUnit2=yRange2*yMajorUnit/yRange;
```

```
 int count=0;
 while (xMinUnit > xMajorUnit && count < 1000){
  xMinUnit -= xMajorUnit;
  ++count;
 }
 count = 0;
 while (yMinUnit > yMajorUnit && count < 1000){
  yMinUnit -= yMajorUnit;
  ++count;
 }
 count = 0;
 while (yMinUnit2 > yMajorUnit2 && count < 1000){
  yMinUnit2 -= yMajorUnit2;
  ++count;
 }
 return *this;
}
```