
Subject: Re: Scatter Control

Posted by [koldo](#) on Fri, 16 Apr 2010 04:50:27 GMT

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ktj9 wrote on Fri, 16 April 2010 02:35Hello,

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;
}
```

Hello ktj9

I have run TestScatter2 in Bazaar and it works well for me. The code you have submitted seems not to be the last one.

The version I use is 2322.
