
Subject: Re: Scatter: use NONMARK
Posted by [tojocky](#) on Thu, 20 May 2010 08:25:54 GMT
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tojocky wrote on Thu, 20 May 2010 10:22Hello All,

I prepared a little patch for use NONMARK draw marks. It is useful when i do not need to use marks!

A little screenshot:

and patch:

Index: bazaar/Scatter/Scatter.cpp

```
=====
--- bazaar/Scatter/Scatter.cpp (revision 2410)
+++ bazaar/Scatter/Scatter.cpp (working copy)
@@ -1102,10 +1102,12 @@
     case CROSS : ptMark=&Scatter::Cross; break;
     case X : ptMark=&Scatter::XFunc; break;
     case RHOMB:ptMark=&Scatter::Rhomb; break;
+ case NONMARK:ptMark=NULL; break;
     default : ptMark=&Scatter::Circle; break;
 }

- (*this.*ptMark)(w,scale,cp,size,markColor);
+ if(ptMark!=NULL)
+ (*this.*ptMark)(w,scale,cp,size,markColor);
 }
```

Scatter &Scatter::SetMouseHandling(bool valx, bool valy)

Index: bazaar/Scatter/Scatter.h

```
=====
--- bazaar/Scatter/Scatter.h (revision 2410)
+++ bazaar/Scatter/Scatter.h (working copy)
@@ -25,7 +25,8 @@
     TRIANGLE,
     CROSS,
     X,
- RHOMB
+ RHOMB,
+ NONMARK
 };
enum Formats
{
```

I cannot attach the patch file because I have not permission to attach more than 1 file!

Best regards, Ion.

Thanks to Koldo for hint me to use SetShowMark function to hide mark!

My propose is not valid!
