
Subject: PlotCtrl revisited

Posted by [dolik.rce](#) on Thu, 12 Aug 2010 05:16:10 GMT

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Hello all

I finally got time to finish some of my ideas on PlotCtrl and PlotLib. I brought the code to state where I am not ashamed of it, at least for most of the parts. The interfaces are mature now and the code style got quite close to u++ standards.

I am not even sure what everything changed since last time, so I try to really quickly sum up all the features...

PlotCtrl allows graphical presentation of XY data

LegendCtrl shows legend based on data in associated PlotCtrl

PlotStyleDlg lets user dynamically change the properties (title, color, symbol, ...) of any series in associated PlotCtrl.

PlotCtrl provides easy handling of the view area using mouse.

User can define his own PlotSymbol just by inheriting from WithPlotSymbol<> templated class and overriding one virtual function.

PlotLib is an underlying package that takes care over all the rendering using Painter. It can be used separately to create plots and render them to image files (thanks to Painter it works even on headless machines without X server).

The axis on the plots are quite unusual and still need some attention, but they represent my idea how scientific data in various ranges should be handled...

I'm pretty sure I forgot something important as always... You should get better idea if you have a look at the example apps, PlotLibExample and PlotCtrlExample, that are included

It still needs some work, but I think I could finally upload it to bazaar now.

Best regards,
Honza

File Attachments

1) [PlotCtrl.zip](#), downloaded 436 times
