
Subject: Scatter: Propose to add new methods
Posted by [tojocky](#) on Tue, 07 Sep 2010 14:26:03 GMT
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Hello All,

I propose to add the following new public methods and integrate in scatter control:

```
double Scatter::GetXByPoint(const Point &p_point){
    double
    v_x=(p_point.x-GetH_Border()*GetXRange()/(GetSize().cx-2*GetH_Border()-1)+GetXMin());
    return v_x;
}

double Scatter::GetYByPoint(const Point &p_point){
    double
    v_y=(GetSize().cy-GetV_Border()-p_point.y-1)*GetYRange()/(GetSize().cy-2*GetV_Border()-GetTitleFont().GetHeight()-1)+GetYMin();
    return v_y;
}

double Scatter::GetY2ByPoint(const Point &p_point){
    double
    v_y2=(GetSize().cy-GetV_Border()-p_point.y-1)*GetY2Range()/(GetSize().cy-2*GetV_Border()-GetTitleFont().GetHeight()-1)+GetYMin2();
    return v_y2;
}

double Scatter::GetXPointByValue(const XY &p_v){
    double v_x=(p_v.x-GetXMin())/GetXRange()*(GetSize().cx-2*GetH_Border()-1)+GetH_Border();
    return v_x;
}

double Scatter::GetYPointByValue(const XY &p_v){
    double
    v_y=(GetSize().cy-GetV_Border()-1)-(p_v.y-GetYMin())/GetYRange()*(GetSize().cy-2*GetV_Border()-GetTitleFont().GetHeight()-1);
    return v_y;
}
```

and propose to modify method:

from:

```
Scatter &Scatter::SetMinUnits(double ux, double uy)
{
    xMinUnit=ux;
    yMinUnit=uy;
    yMinUnit2=yRange2*yMinUnit/yRange;
```

```
    return *this;
}
to:
Scatter &Scatter::SetMinUnits(double ux, double uy)
{
    xMinUnit=ux;
    yMinUnit=uy;
    yMinUnit2=yRange2*yMinUnit/yRange;
    AdjustMinUnitX();
    AdjustMinUnitY();
    AdjustMinUnitY2();
    return *this;
}
```

I use this methods very often.

Best regards, Ion Lupascu.
