
Subject: Re: Scatter: Propose to add new methods
Posted by [koldo](#) on Tue, 07 Sep 2010 21:27:15 GMT
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Hello Ion

You read my mind . I like them.

And this?:

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

```
double Scatter::GetYByPoint(const int y){  
    return  
(GetSize().cy-GetV_Border()-y-1)*GetYRange()/(GetSize().cy-2*GetV_Border()-GetTitleFont().Get  
Height()-1)+GetYMin();  
}
```

```
double Scatter::GetY2ByPoint(const int y){  
    return  
(GetSize().cy-GetV_Border()-y-1)*GetY2Range()/(GetSize().cy-2*GetV_Border()-GetTitleFont().G  
etHeight()-1)+GetYMin2();  
}
```

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

```
double Scatter::GetYPointByValue(const double y){  
    return  
(GetSize().cy-GetV_Border()-1)-(y-GetYMin())/GetYRange()*(GetSize().cy-2*GetV_Border()-GetTi  
tleFont().GetHeight()-1);  
}
```