
Subject: Re: Scatter: Propose to add new methods
Posted by [tojocky](#) on Thu, 09 Sep 2010 13:54:33 GMT
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koldo wrote on Thu, 09 September 2010 10:25Hello Ion

Only one condition: Could you post here the description of these functions to be included in the help?

Quote:double Scatter::GetXByPoint(const int x)
double Scatter::GetYByPoint(const int y)
double Scatter::GetY2ByPoint(const int y)

This methods will return the X, Y and Y2 values by x/y point position. The x point position can be retrieved from parameter pt of the following events:

virtual void Scatter::LeftDown(Point pt, ..),
virtual void Scatter::RightDown(Point pt, ..),
virtual void Scatter::MouseWheel(Point pt, ..), and other control mouse events

double Scatter::GetXPointByValue(const double x)
double Scatter::GetYPointByValue(const double y)

This methods will return the x, y position in dots on Scatter control by X, Y Values. This methods are vice-versa of:

double Scatter::GetXByPoint(const int x)
double Scatter::GetYByPoint(const int y)

Please correct and improve the description of this methods is is not OK.

Ion.