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Subject: How to show the plot of a function

Posted by [forlano](#) on Sat, 17 Jun 2006 17:15:48 GMT

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Hello,

I would like to turn on some pixels of the screen and plot the graphics of a mathematical function. I did it in the past with others OS in C. I remind I needed only to enter in the hiresolution graphics and the elementary function  $\text{Plot}(x,y)$  to hilight just one pixel at once. Then I should build the rest (axis, label, geometrical transformation). Now I would like to do the same but without loose too much time.

I've investigated the upp example and I am a bit confused about what to use (agg, upp, opengl). Please let me ask you some question:

1) I am running 606dev2. Is it include the new upp graphical routine?

2) which is the best widget where can I draw?

3) I need a transformation from real world coordinate to screen coordinate. Do you think make sense to use opengl? Perhaps I should pay attention to agg given its nice antialiasing capability. Any suggestion? (Please keep in mind that at some moment I would like to convert the application to display even complex functions... I mean those having a real and imaginary part... perhaps to generate a fractal.

Luigi

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