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Subject: Re: How to show the plot of a function

Posted by [fudadmin](#) on Sun, 18 Jun 2006 12:33:05 GMT

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Luigi, if you have noticed, ChartCtrl is a section on our forums where nobody wants to post... Plotting is one of the reasons I'm investing my time in agg. Btw, it has coord transformer: from agg AGG just provides you a transformer of that kind, namely, that can convert your own view port to the device one. And it's your responsibility to include it into the proper place of the pipeline. You can also write your own very simple class that will allow you to operate with millimeters, inches, or any other physical units.

My agg story began also with the question:

forlano wrote

2) which is the best widget where can I draw [plot functions]?

I found that I can easily draw curves ( using upp Paint(Draw& w) ) on most upp widgets (maybe all?) but the problems arrive when I want to resize and print. So, I guessed, Drawing and Report are the most likely candidates. But...what I if want interactive curves and interactive reports? So , I investigated upp VectorDesigner... and discovered its limitations.

But the biggest limitation for function curves is, IMO, pixel accuracy and/or anti-aliasing. And I couldn't find what could compete with agg possibilities.

(And I don't like openGL for its text problems).

If you decide to use agg, you can expect some advice from me...

(At the moment I'm trying to solve that agg optimized printing)

Aris

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