Subject: Re: ScatterCtrl / ScatterDraw - ShowLegend() problem and general Question
Posted by OliverSo on Tue, 23 Apr 2013 20:08:12 GMT

Well, than I will continue to use it. Anyhow, it behaves similar to all other u++ packages: I get something working quite fast, but sometimes I don't know exactly, why

koldo wrote on Tue, 23 April 2013 09:01You are right. ShowLegend() is not used. The function really used is ShowInfo(). I will upload the fix ASAP.

I think having ShowLegend(const bool& show = true) in ScatterCtrl is ok, as this method is also available in ScatterDraw.

I would propose to implement it like this:

```
ScatterCtrl& ShowLegend(const bool& show = true)
   {ScatterDraw::ShowLegend(show); return *this;}
```

similar to all the other ScatterDraw wrapper methods in ScatterCtrl.

Oliver