Subject: (SOLVED) ScatterCtrl, 2 questions.
Posted by rxantos on Tue, 20 Aug 2013 10:26:22 GMT
View Forum Message <> Reply to Message

Sorry for the big image. But is easier for me to explain.

The code I use for the example

```
#include <ScatterCtrl/ScatterCtrl.h>
using namespace Upp;

#define LAYOUTFILE <TestScatter/TestScatter.lay>
#include <CtrlCore/lay.h>

class TestScatter : public WithTestScatterLayout<TopWindow> {
public:
 enum {
  NPOINTS = 1000,
 };
 typedef TestScatter CLASSNAME;
 Vector<Pointf> points;
 TestScatter();
};

TestScatter::TestScatter()
{
 int x,y,yMax = 0;


 points.SetCount(NPOINTS);
 Pointf * pv = points.Begin();

 for(x = 0; x < NPOINTS; x++, pv++) {
  pv->x = (double)x;
  y = rand();
  if(yMax < y) {
   yMax = y;
  }
  pv->y = (double)(y);
 }

 sv.AddSeries(points).Legend("Y").Opacity(0.3).NoMark().Stroke(1);
 sv.SetFastViewX().SetSequentialX().SetDrawXReticle().SetDrawYReticle().SetSequentialXAll();
 sv.ShowInfo().ShowContextMenu().SetMouseHandling().SetMaxZoom(1000).SetMinZoom(10);
 sv.ShowHGrid(false).ShowVGrid(false).SetLabels("X","Y");
 sv.SetXYMin(0,0,0).SetRange(NPOINTS, yMax);
```

```
 sv.Refresh();

 Zoomable().Sizeable();
 CtrlLayout(*this, "Window title");
}

GUI_APP_MAIN
{
 TestScatter().Run();
}
```

The Layout is just

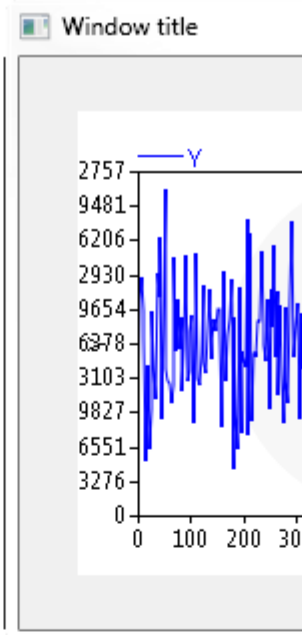
```
LAYOUT(TestScatterLayout, 368, 248)
 ITEM(ScatterCtrl, sv, HSizePosZ(28, 40).VSizePosZ(24, 24))
END_LAYOUT
```

The first problem (the one in which the points are not in the correct position) does not happen when the image is exported, only when its shown.

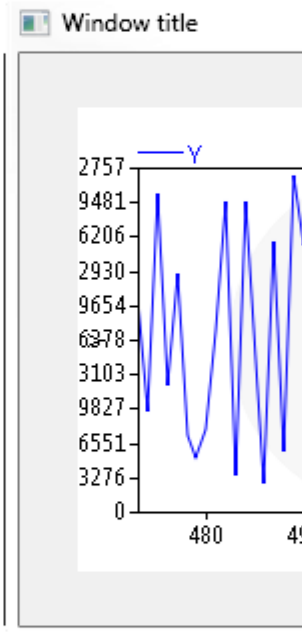
As for the 2nd problem. How I get a zoom out limited to the size of the data?

## File Attachments

1) scatter.png, downloaded 1179 times




When in range the lines do not meet the scale.
As shown when ones zooms in.




How do I avoid Over Zoom Out?

