
Subject: Re: ScatterCtrl, 2 questions.

Posted by [rxantos](#) on Sat, 24 Aug 2013 09:04:34 GMT

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person wrote on Sat, 24 August 2013 03:53I found this .SetFastViewX() to be causing the behavior you describe.

Hope that helps

A self inflicted problem. Sorry about that.

Thank you, that solved the missing spikes problem.

However the over zoom out one still present.

I tried

```
// NPOINTS = 1000 the number of points, where x = 0,1,2,...,999  
sv.SetMaxZoom(NPOINTS, -1);
```

and still managed to get something like:

by using the mouse wheel.

File Attachments

1) [Screenshot - 8_24_2013 , 03_51_20 PM.png](#), downloaded 644 times
