Subject: Re: ScatterCtrl, 2 questions.
Posted by rxantos on Sat, 24 Aug 2013 09:04:34 GMT

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jerson 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 755 times