
Subject: Re: Problem in example code

Posted by [vegaonline](#) on Fri, 05 Feb 2016 04:40:20 GMT

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dolik.rce wrote on Wed, 03 February 2016 01:46vegaonline wrote on Mon, 01 February 2016 05:40(i) I have a 4 column data file for ArrayCtrl. I want to click say col_1 and click option X. Then I want click say col_3 and click option y. Then I may plot 2D graph. However, my issue is that I am unable to choose particular column of ArrayCtrl. I tried to use "doPlot.aArray.GetClickColumn();" which did not work. I tried to click header of ArrayCtrl. Sorry, I don't know ArrayCtrl well enough to advise you on this. Maybe someone else will know the answer. My best hint is to use a different way to do this, e.g. context menu with "set as X" and "set as Y" options, or simply create droplist for each axis listing the possible columns.

vegaonline wrote on Mon, 01 February 2016 05:40(ii) I want to write a small code for generating geometrical primitives like sphere, cylinder, plate etc. Is there any example? In the bazar I saw one example related to OCE which reqd. oce.h etc. and I did not have OCE installed. Depends what you actually want... Simple drawings should be quite easy using Draw or Painter. For some better quality pictures there is the OCE based package you mentioned or GLCtrl which lets you draw anything using OpenGL primitives. Either way, don't expect a DrawCylinder function, there is AFAIK no package that would let you do this on such a high level.

Honza

Thanks a lot for your ideas. I am using Droplist for the plot.

I feel some modifications are required like VectorMap for n dim Vectors. This may be required for modification of Plotting of 2D using error bars etc.

For that I see Pointf3 definition defined at "uppsrc/Geom/fp3.h". I wanted to use it by "#include<Geom/fp3.h>" which shows error. Also I want to define Vector<Pointf3> so that I may modify ScatterDraw.

Best Regards
Abhi