## Subject: Re: Adding a text box in a scatterDraw/ScatterCtrl Posted by koldo on Fri, 10 Feb 2017 22:15:17 GMT

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## Hi Giorgio

}

Sources are updated. ScatterCtrl demo includes tab17\_UserPaint including it. Provisional interface uses:
- GetPlotWidth(), GetPlotHeight() to get plot area size in pixels
- Pointf GetPosPrimary(double x, double y)
 double GetSizeX(double cx)
 double GetSizeYPrimary(double cy)
 Pointf GetPosSecondary(double x, double y)
 double GetSizeYSecondary(double cy)
 to get positions and sizes from plot units to pixel units.

As I do not know how to use templates in callbacks, it is used instead this: void OnPainter(Painter &w) {OnPaint(w);}
 void OnDraw(Draw &w) {OnPaint(w);}

template <class T>
 void OnPaint(T& w) {
...

Advice is acknowledged.