
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.
