
Subject: bug in scatterdraw.h and its fix

Posted by [aftershock](#) on Thu, 11 May 2017 13:15:32 GMT

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Hi,

I found a bug in scatterdraw.h in ScatterDraw::Plot.

around here

```
double xx, yy;
  if (fastViewX) {
    yy = series[j].PointsData()->y(i);
    if (IsNull(yy)) {
      ++i;
      continue;
    }
    int64 ii;
    double maxv = dxpix*npix;
    double maxY = yy, minY = yy;
    for (ii = 1; i + ii < imax && series[j].PointsData()->x(i + ii) < maxv; ++ii) {
      double dd = series[j].PointsData()->y(i + ii);
      if (IsNull(dd))
        continue;
      //yy += dd;
      maxY = max(maxY, dd);
      minY
```

this line is incorrect

```
double maxv = dxpix*npix;
```

the fix is

```
double maxv = series[j].PointsData()->x(imin)+ dxpix*npix;
```

The bug causes to have extra points on the graph.. which is ugly, on the left..
a lot of points..

Enjoy!
