

Hi Koldo,  
thank you for you prompt support.

I have noticed something weird with this release.

This is the application compiled with the old version:

<https://ibb.co/hjKz5v>

This is the one with the the new version:

<https://ibb.co/cuMJyF>

A little background: to draw the big bars in the lower part of the screen I use this code

```
Vector<Pointf> b_temp = {};  
b_temp << Pointf(t_in, posBarre) << Pointf(t_fine, posBarre);  
barre.Add(b_temp);  
  
...  
  
for(int i = 0; i < barre.size(); i++){  
  
    ...  
  
    scOee.AddSeries(barre[i]).NoMark().Stroke(30, t_color).Dash(LINE_SOLID).Legend(AsString(i));  
}
```

To draw the light green line I use the following code:

```
Vector<Pointf> v_media_temp = {};  
v_media_temp << Pointf(t_in, lista_ml_[i].QuestaMLav.v_media ) << Pointf(t_fine,  
lista_ml_[i].QuestaMLav.v_media);  
vel_media.Add(v_media_temp);  
  
...  
  
for(int i = 0; i < vel_media.size(); i++)  
{
```

...

```
scOee.AddSeries(vel_media[i]).NoMark().Stroke(1,  
LtGreen).Dash(LINE_SOLID).Legend("vm"+AsString(i));  
}
```

The important thing here is that both the big bars and the light green line share the same x (t\_in in my code). Thus, they are aligned. This is what happened with the old version, but with the new version they are no more aligned.

As far as regards, the report, I still get round edges:

<https://ibb.co/gEXQdF>

Regards,  
Gio

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