Subject: Re: Adding a text box in a scatterDraw/ScatterCtrl
Posted by koldo on Mon, 29 May 2017 10:45:26 GMT
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Dear Giorgio

The problem is that you use Painter to render the control, but Draw is used to render to the Clipboard and the plot legend.

In Windows, Draw uses GDI API, and it sets pen using U++ function SetDrawPen(), that calls CreatePen(). However, CreatePen() by default uses rounded caps (see this link).

To solve this, it would be necessary to review U++ drawing to use SetDrawPen() with PS_GEOMETRIC | PS_ENDCAP_SQUARE | PS_SOLID.

I think the easiest solution would be just to use OnPaint capability filling rectangles instead of 30 points thick lines.

If you would need a sample I can include something for you in Controls4U_demo.