Responsiveness is an approach that makes objects render well on a variety of devices and window or screen sizes.

For example:

- An application can be deployed to be used in different devices and screen resolutions.

- A plot that is properly viewed on screen, may be submitted to be published in a book or a journal. Publishers demand either vectorial or high resolution bitmaps (for example, 3000x3000 pixels)

However in ScatterDraw, letter font sizes, plot margins and line widths are defined in pixels.

To solve this drawback, new Responsive() method considers that all plot dimensions in pixels are applied to a 600x400 pixels reference size, and scales up or down all dimensions if control size is bigger or smaller.

Please check the documentation and ScatterCtrl_Demo to see the advantages.

File Attachments
1) Capture.JPG, downloaded 601 times