
Subject: Re: Ideas: Grid lines at "round" dates or values. More options for tooltip.
Posted by [Maginor](#) on Mon, 12 Aug 2019 14:11:44 GMT

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I think all my problems with irregular spacing of grid lines would be solved if I could set grid lines explicitly instead of just min, and unit.

So for instance there could be functions

```
ScatterCtrl& SetGridLinesX(Vector<double>& GridLinesX);  
ScatterCtrl& SetGridLinesY(Vector<double>& GridLinesY);
```

And then inside the WhenZoomScroll callback, I could just compute the grid lines I want myself and set them using these functions.

I'm not sure what you mean by a zooming algorithm. In what sense?
