Subject: Re: ScatterDraw data ownership Posted by busiek on Sat, 30 May 2020 20:45:34 GMT View Forum Message <> Reply to Message

Dear Koldo,

OK. Currently, I simply call SetDataSourceInternal() whenever I need - i.e. when new serie is created. It works. However, when I want to add some another serie, I need to call SetDataSourceInternal() again and - as I understand - it copies all data for all series once again, while only the data of the new serie should be copied. Correct me, if I am wrong.

I operate on a very big data. The main functionality of my app is to find some nice smoothing of the given data interactively. I try several settings, create new series basing on some previous one and compare visually how they match. Currently, the interface you provided simply suffices. I just wonder what would happen if a single serie needed ~1 GB memory to store. Then avoiding any kind of copying is welcome, but it is hypothetical setting ;)

Jakub P.S. Scatter{Draw,Ctrl} is great and it saved me a lot of work :)

Page 1 of 1 ---- Generated from U++ Forum