
Subject: Re: GraphDraw/GraphCtrl
Posted by [Didier](#) on Sat, 13 Jun 2020 22:09:31 GMT
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Here the code you need,

A dedicated function to calculate the steps (with a fixed grid step off 1)

```
static void GanttCtrl::step1_GridStepCalcCbk(GridStepManager& gridStepManager,
CoordinateConverter& coordConv) {
    const unsigned int nbMaxSteps = GridStepManager::NB_MAX_STEPS;
    //gridStepManager.GetNbMaxSteps();
    GridStepData* gridStepData = gridStepManager.GetGridStepData();
    TypeGraphCoord gridStepValue = 1;
    TypeGraphCoord gridStartValue = GridStepManager::GetGridStartValue( gridStepValue,
coordConv.getGraphMin() );

    unsigned int nbSteps = (unsigned int)tabs((coordConv.getGraphMax() - gridStartValue) /
gridStepValue);

    if (nbSteps > nbMaxSteps) {
        nbSteps = nbMaxSteps;
    }
    gridStepManager.SetNbSteps(nbSteps);

    // fill step values ==> used by gridStepIterator
    for (unsigned int c=0; c<nbSteps+1; ++c) {
        gridStepData[c].stepGraphValue = gridStartValue + gridStepValue*c;
        gridStepData[c].drawTickText = 0;// ==> draw tick text not needed (from you're screen shot)
    }
}
```

In GanttCtrl constructor, add:

```
GetY1GridAxisDraw().GetGridStepManager().setCustomGridSteps(STDBACK(step1_GridStepCalcCbk));
```

And the trick is done
