
Subject: ScatterDraw::ExplicitRange

Posted by [mirek](#) on Tue, 29 Sep 2020 13:43:59 GMT

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This allows to set x min/max for explicit equation. Introduced to fix the issue with spline interpolation - the problem was that it continued before and after the x range of original series.

For record, this is now my code that has some series "smoothed" (when xy.kind == 2)

```
if(xy.kind == 2) {
    VectorXY& h = data.Create<VectorXY>(x, y);
    SplineEquation& e = spline.Add();
    e.Fit(h);
    scatter.AddSeries(e).NoMark().NoSeriesLegend().ExplicitRange(Min(x), Max(x));
}
else
    scatter.AddSeries(x, y);
if(xy.title.GetCount() && xy.kind != 2)
    scatter.Legend(xy.title);
if(xy.kind)
    scatter.Stroke(DPI(2), xy.color);
else
    scatter.NoPlot();
if(xy.point) {
    if(xy.kind == 2) {
        scatter.AddSeries(x, y).NoPlot();
        scatter.Legend(xy.title);
    }
    scatter.MarkWidth(DPI(12)).MarkColor(xy.point_color);
    switch(xy.point) {
        case 1: scatter.MarkStyle<RhombMarkPlot>(); break;
        case 2: scatter.MarkStyle<CircleMarkPlot>(); break;
        case 3: scatter.MarkStyle<SquareMarkPlot>(); break;
        case 4: scatter.MarkStyle<TriangleMarkPlot>(); break;
    }
}
else
    scatter.NoMark();
```

Now on to fix that legend cosmetics... :)

Mirek
