
Subject: Re: Entirely Null series is drawn as a random constant line

Posted by [Magainor](#) on Wed, 03 Feb 2021 10:02:20 GMT

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Hi, sorry. I did not want to post my main code here since it is pretty entangled. I did not have time to produce a separate bug reproduction before now:

The styling on the line is not essential.

Compiled using Clang64 on Windows.

Using the 2021-02-02 nightly build.

The image is what it looks like when you zoom in using the mouse wheel.

ScatterCtrlTest.lay:

```
LAYOUT(ScatterCtrlTestLayout, 916, 488)
ITEM(Upp::ScatterCtrl, Plot, HSizePosZ(4, 4).VSizePosZ(4, 4))
END_LAYOUT
```

ScatterCtrlTest.h:

```
#ifndef _ScatterCtrlTest_ScatterCtrlTest_h
#define _ScatterCtrlTest_ScatterCtrlTest_h

#include <CtrlLib/CtrlLib.h>
#include <ScatterCtrl/ScatterCtrl.h>

using namespace Upp;

#define LAYOUTFILE <ScatterCtrlTest/ScatterCtrlTest.lay>
#include <CtrlCore/lay.h>

class ScatterCtrlTest : public WithScatterCtrlTestLayout<TopWindow> {
public:
    ScatterCtrlTest();

    std::vector<double> xs, ys;
};

#endif
```

ScatterCtrlTest.cpp:

```

#include "ScatterCtrlTest.h"

#include <fstream>

ScatterCtrlTest::ScatterCtrlTest()
{
    CtrlLayout(*this, "Window title");

    Plot.SetFastViewX(true);
    Plot.SetSequentialXAll(true);

    std::ifstream infile("data.csv");

    if(!infile) PromptOK("Failed opening file");

    std::string line;

    std::getline(infile, line); //ignore first line

    while (std::getline(infile, line))
    {
        std::istringstream iss(line);
        double x, y;
        char c;
        if (iss >> x)
        { xs.push_back(x); }
        else break;
        iss >> c; //eat the semicolon
        if(iss >> y)
        { ys.push_back(y); }
        else ys.push_back(Null);
    }
    infile.close();

    Color GraphColor(0, 130, 200);
    Plot.AddSeries(xs.data(), ys.data(), xs.size()).NoMark().Stroke(1.5, GraphColor).Dash("");
    Plot.ZoomToFit();
    Plot.Refresh();
}

GUI_APP_MAIN
{
    ScatterCtrlTest().Run();
}

```

File Attachments

1) [bug_report.png](#), downloaded 620 times
