Hello Pradip,

Glad to here you succeded in syncing (hope it wasn't to much work :blush:)

Quote:Changed this as you suggested, but noticed that the template name is TStdGridAxisECtrl
and not StdGridAxisECtrl; similar changes in other related lines
When I removed the TYPE template parameter from GraphElementCtrl i Noticed I could simplify
things and define default types (that don't need templates)
This is why I added 'T' : it's shows it is the Template version
 typedef TStdGridAxisECtrl< GridAxisDraw >   StdGridAxisECtrl;
 typedef TStdLabelECtrl   < LabelElement>   StdLabelECtrl;
 typedef TStdLegendECtrl < LegendElement>   StdLegendECtrl;
 typedef TStdBlankAreaECtrl<BlankAreaElement> StdBlankAreaECtrl;
 typedef DynamicMarkerECtrl   StdMarkerECtrl;

Quote:This needs package GraphSeries/SimpleJobSerie
//class GanttBarSeries : public CustomDataSource {
class GanttBarSeries : public SimpleJobSerie {

You should have used :
class GanttBarSeries : public GraphSerie
Since CustomDataSource was renamed GraphSerie
SimpleJobSerie is just an example of a job serie

Quote:In Ctor, this was bit of a surprise. The first line worked fine before in both modes, now
works in debug but crashes in release. Changed line works in both.

//GetElementY1GridAxisDraw().SetAxisInverted(); // crashes in release mode!
    GetElementY1GridAxisDraw().GetCoordConverter().SetInverted() ;

I will look into this, obviously there is a problem ...

Quote:Finally, noticed that now ScatterDraw package is needed, which wasn't the case earlier
ScatterDraw was always necessary before: it was part of the dependecies of GraphDraw.
Now, after the laast modifications, if you don't use ScatterSeries in you're application ScatterDraw
package is no more included (since it's not needed by application)
If you need ScatterSeries you need to make it a dependency of you're application package
This was done to limit dependencies to the minimum and prevent inclusion of unused packages