
Subject: Re: GraphDraw/GraphCtrl
Posted by [Pradip](#) on Mon, 26 Apr 2021 10:50:36 GMT
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Hello Didier,

Another question, while trying to implement mouse click on data point:

```
void CustomData_Job::PaintDataPoint(BufferPainter& dw, int scale, const CoordinateConverter*
xCoordConv, const CoordinateConverter* yCoordConv ) const
{
    const TypeScreenCoord left = xCoordConv->toScreen(rectGraphBound.left);
    const TypeScreenCoord right = xCoordConv->toScreen(rectGraphBound.right);
    const TypeScreenCoord bottom = yCoordConv->toScreen(rectGraphBound.top);
    const TypeScreenCoord top = yCoordConv->toScreen(rectGraphBound.bottom);
    Rect r(left,top, right, bottom);
    r.Normalize();
    ChPaint(dw, r, rectStyle);
    if (isSelected) {
        DrawFrame(dw, r, Cyan());
    }
}
```

```
bool SimpleJobSerie::LeftDown (unsigned int pIndex, PointGraph p, dword keyflags) {
    data[pIndex].isSelected = !(data[pIndex].isSelected);
    return true;
}
```

Here, the Cyan frame isn't drawn when mouse is clicked, it's only drawn at the time of next repaint. What to do?
