
Subject: Re: GraphDraw/GraphCtrl
Posted by [Pradip](#) on Sun, 02 May 2021 10:43:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Didier,
Didier wrote on Wed, 28 April 2021 03:03Hello Pradip,
Here is my latest version:

Separation from ScatterDraw is complete (although I am not satisfied about how I did it : I had to copy the drawing methods, and this is not good but it will do for the moment) Added ability to Refresh owner graph from a GraphSerie

This is what was missing in SimpleJobSerie and it's more open to other usages replaced all `dynamic_cast<>` left in code with `static_cast<>` Finished memory cleaning of GraphSeries (there was a memory leak) Did some cleaning of management of auto color of series Added possibility to change legend text color : if NULL, text will have same color as serie, otherwise it will have the color set for legend text (black by default)

Synced with your latest version, no trouble syncing at all!
Pointwise:

Great, now it compiles without ScatterDraw Refreshing owner graph works quite well, I can use it now for that selection, but as you said it repaints the whole graph, so may not be optimal. Can the PaintOne method help in this scenario? Okay Right, had noticed some memory leak before, will let you know if I encounter that now Not using for Gantt, will check for other usage So thoughtful! Not using for Gantt, will check for other usage

New question:

Is there any way the painting order of X and Y grid can be specified? Now that order seems to change randomly.
