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Subject: Re: GraphDraw/GraphCtrl  
Posted by [Didier](#) on Mon, 03 May 2021 21:00:12 GMT  
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Hello Pradip,

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

The order is absolutely not random: it is directly dependent on the order the GraphElements are inserted and where the drawing is supposed to be done:

The different painting layers are drawn in the following order :

- \* Draw Graph background and Plot background
- \* Call PaintOnPlot\_underData()
- \* Paint Series DATA
- \* Call PaintOnPlot\_overData()
- \* Call PaintElement()
- \* Call PaintFloatElement()

Look at GraphDrawBase.h L901 CRTP\_EmptyGraphDraw::Paint() method

Quote:Right, had noticed some memory leak before, will let you know if I encounter that now  
If you encounter such issues please tell me so that I can correct

Quote: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?

I'm not sure about it: if the API is too directive, this will close many possible usages.

Example:

If I use the PaintOne() method, this will work perfectly in your case. If I take another use case : "try to select many data points of scatter data with a select rectangle", the PaintOne() method will be very slow and completely unadapted

Maybe these two use cases are too far away to be approached in one unified way (I don't think so): but I really have to spend some time on it before giving up.

If you have some ideas, they are welcome

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