
Subject: Re: GraphDraw/GraphCtrl
Posted by [Didier](#) on Thu, 20 May 2021 20:30:51 GMT
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Hello Pradip,

Here is the updated package.

Compile my example app and play with the Full Demo tab.

- * SHIT : activates select (
- * CTRL : activates APPEND to select (otherwise previous selection is lost each time you select)
- * ALT : activates INTERSECT (when selecting in an area, all objects that intersect with the area are selected. Otherwise only the fully include ones are selected)

Point selection is enabled (with flip/flop selection : if object is already selected it is unselected)

- * SHIFT, SHIFT+CTRL

Area selection is enabled

- * SHIFT, SHIFT+CTRL, SHIFT+ALT, SHIFT+CTRL+ALT

Image cursor changes with use-case (tried to make something not too ugly)

To enable selection for your SimpleGraphSeries, you have to add the following methods (for the moment the '=0' are not enabled in base classes because other series are not updated yet).

- * In CustomData child class : virtual void PaintDataPoint(BufferPainter& dw, int scale, int style, const CoordinateConverter* xCoordConv, const CoordinateConverter* yCoordConv) const override;

This will paint the data that is HIGHLIGHTED if style==DataPaintingStyle::HIGHLIGHT_STYLE

- * In your GraphSerie's constructor: set the serie Ctrlable() and Selectable()

Look at SimpleGraphSerie for an example ;)

[Edit] deleted download file : newer version available further
