Subject: Interfacing with Matplot++ and SVG display
Posted by upbolo on Sat, 23 Dec 2023 09:14:44 GMT
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Dear all,

These are my very first questions regarding any u++ related things so it is entirely possible I post them at wrong place so I apologies for that. I just started learning u++ by looking at the examples and reading the material on the website. So far I like it and coming from a littler Qt and wxwidgets this may be an easier ride as far as I can tell so far. One of the reasons I chose u++ is because it is platform development. My code has to run on windows 11, linux and Mac OS as well without the hassle of finding the right libraries. The other one is the TheIDE which seems very reasonable at the moment and compiling the examples is super easy on my m2 Mac (This is really nice so far).
One thing I would like to do is scientific plotting of data. So far I used gnuplot and matplot++ in plain STL cpp and my first question regards this. I generated an SVG plot with my plain STL c++ script using matplot++ and then I opened with Inkscape on my m2 Mac and the graph is displayed correctly. After that I compiled the SVGview example with the TheIDE and I tried to display the graph. Everything was displayed apart from the points in the plot. The axes and the title were all correctly displayed but the points were missing. My question is this. Is it possible to display graphs created by matplot++ in u++ especially SVG? I also had a sneak peak of the example FnGraph which ultimately is a solution for me but it may make development faster using an already existing plotting lib.

A non-plotting related question of mine is about where the executable is saved when compiling the examples. It does not save it into the example's folder. How do I tell theIDE where to compile the code?

Also is it possible to use already written plane cpp code which uses the STL? More specifically if I have code which uses STL vector of strings or doubles would I need a class or function which converts these to u++ vector of strings and doubles? I have loads of cpp code written using plane STL cpp and would not like to recode those.

Thanks!