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Subject: Re: Scatter v0.3

Posted by [mirek](#) on Sat, 02 Dec 2006 16:42:46 GMT

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masu wrote on Fri, 01 December 2006 09:29BTW, I had to also delete your library definitions for the Scatter package.

The required libraries should already be included by the used packages (CtrlCore etc.).

Matthias

Very nice. I feel happy that number of capable U++ programmers seems to grow quickly now

Comments:

Maybe instead of XY, I would use Pointf (in fact, even

typedef Pointf XY;

would work here

Capitalisation of plotFunction and some of other methods seems inconsistent with both rest of class and U++...

Using Win32 API is generally OK, but causes cross-platform problems. I think it should be possible to implement DrawPie and DrawRoundRect using existing primitives (second one is primitive, DrawPie is somewhat harder, but hey, you are drawing cubic splines there, so you can do it

Mirek

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