
Subject: Re: Scatter v0.3

Posted by [andrei-catalin](#) on Sat, 02 Dec 2006 22:43:23 GMT

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

typedef Pointf XY;

would work here

Definitely, I will use Pointf type.

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

Necessary, but I don't read too well your hint. Could you give me a piece of advice?

Quote:I think it should be possible to implement DrawPie and DrawRoundRect using existing primitives

I will try.

Quote:Print preview is off, most likely wrongly placed (see the right edge)
Only on screen; on paper (or PDF) is OK.

Thank you very much!

Andrei
