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Subject: ScatterDraw overhaul. Please review  
Posted by [koldo](#) on Sat, 03 Nov 2018 09:18:28 GMT  
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Good morning

ScatterDraw has had an important overhaul.  
In next posts main changes will be shown.  
Just minimum changes are expected for actual applications.  
However it is advised to check them.

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Subject: ScatterDraw overhaul. Responsiveness  
Posted by [koldo](#) on Sun, 04 Nov 2018 14:34:54 GMT  
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Responsiveness is an approach that makes objects render well on a variety of devices and window or screen sizes.

For example:

- An application can be deployed to be used in different devices and screen resolutions.
- A plot that is properly viewed on screen, may be submitted to be published in a book or a journal. Publishers demand either vectorial or high resolution bitmaps (for example, 3000x3000 pixels)

However in ScatterDraw, letter font sizes, plot margins and line widths are defined in pixels.

To solve this drawback, new `Responsive()` method considers that all plot dimensions in pixels are applied to a 600x400 pixels reference size, and scales up or down all dimensions if control size is bigger or smaller.

Please check the documentation and `ScatterCtrl_Demo` to see the advantages.

#### File Attachments

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1) [Capture.JPG](#), downloaded 601 times

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Subject: ScatterDraw overhaul. 2D Surfaces  
Posted by [koldo](#) on Sun, 04 Nov 2018 14:38:38 GMT  
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In addition now ScatterDraw supports 2D surfaces. You can check them in the documentation.

## File Attachments

1) [srcdoc\\$ScatterDraw\\$2DSurfaces\\_en-us.html\\_3.png](#), downloaded 653 times

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Subject: Re: ScatterDraw overhaul. 2D Surfaces

Posted by [mirek](#) on Mon, 05 Nov 2018 18:35:58 GMT

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Well, I have one complaint, from nightly tests:

GCC reference/ScatterDraw\_Demo : ERROR

(does not compile)

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Subject: Re: ScatterDraw overhaul. Please review

Posted by [Oblivion](#) on Mon, 05 Nov 2018 20:11:40 GMT

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Hello,

It looks like a default argument is missing:

ScatterDraw.h, ln: 420

void ZoomToFit(bool horizontal, bool vertical = false, double factor = 0);

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  ^

Or if this is intended, then ScatterDraw\_Demo.cpp, ln 46 should be modified:

scatter.ZoomToFit(true); // or false.

Then it works fine.

(By the way, thanks for this package, it is very good and useful!)

Best regards,  
Oblivion

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Subject: Re: ScatterDraw overhaul. Please review

Posted by [koldo](#) on Tue, 06 Nov 2018 08:17:40 GMT

Thank you Oblivion and Mirek

Problem is solved.

PD: I hate excuses... curiously the main aim of this improvement was headless ScatterDraw... however I forgot to test ScatterDraw\_Demo after fixing ScatterDraw.h after the file was crashed and it had to be recovered from an old backup...

By the way, ScatterDraw and ScatterCtrl pass the gcc -pedantic compiling option.

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Subject: Re: ScatterDraw overhaul. Please review  
Posted by [koldo](#) on Tue, 06 Nov 2018 16:08:16 GMT

Quote:By the way, thanks for this package, it is very good and useful!Thank you Oblivion :)

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