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Subject: Modifier methods organization

Posted by [mirek](#) on Mon, 28 Sep 2020 12:05:51 GMT

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I suspect that it probably too late at this point, but I would rather like to have methods that modify series attributes to be public methods of ScatterSeries class. AddSeries should return ScatterSeries reference instead.

Mirek

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Subject: Re: Modifier methods organization

Posted by [koldo](#) on Mon, 28 Sep 2020 16:10:33 GMT

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Nowadays it is that way to allow this:

```
scatter.AddSeries(x, y).Units("°C", "seg").Legend("Series 2").Stroke(5, Null);
```

All functions are linked in the same line, as all are ScatterDraw functions. Functions after AddSeries() know implicitly that they refer to the last added series.

Proposals acknowledged.

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