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Subject: ScatterDraw::LegendLine

Posted by [mirek](#) on Tue, 29 Sep 2020 13:57:10 GMT

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Makes line in Legend drawn even for NoPlot series. Once again, needed for proper spline smoothing appearance. My code now looks like this:

```
if(xy.kind == 2) {
  VectorXY& h = data.Create<VectorXY>(x, y);
  SplineEquation& e = spline.Add();
  e.Fit(h);
  scatter.AddSeries(e).NoMark().NoSeriesLegend().ExplicitRange(Min(x), Max(x));
}
else
  scatter.AddSeries(x, y);
if(xy.title.GetCount() && xy.kind != 2)
  scatter.Legend(xy.title);
if(xy.kind)
  scatter.Stroke(DPI(2), xy.color);
else
  scatter.NoPlot();
if(xy.point) {
  if(xy.kind == 2)
    scatter.AddSeries(x, y).NoPlot().Legend(xy.title).LegendLine().Stroke(DPI(2), xy.color);
  scatter.MarkWidth(DPI(12)).MarkColor(xy.point_color);
  switch(xy.point) {
  case 1: scatter.MarkStyle<RhombMarkPlot>(); break;
  case 2: scatter.MarkStyle<CircleMarkPlot>(); break;
  case 3: scatter.MarkStyle<SquareMarkPlot>(); break;
  case 4: scatter.MarkStyle<TriangleMarkPlot>(); break;
  }
}
else
  scatter.NoMark();
```

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Subject: Re: ScatterDraw::LegendLine

Posted by [koldo](#) on Tue, 29 Sep 2020 17:06:13 GMT

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Change is ugly. You would not let me add anything similar in your code. Anyway, I have finished your changes to make them stable.

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