
Subject: (RESOLVED) Line drawn across Null values
Posted by [Maginor](#) on Wed, 15 Mar 2023 12:54:21 GMT
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Edit: This is resolved in an upcoming version.

Hi,
It used to be so that if a line plot has a Null data value in it, it would have a gap at that value.
Now this has been changed so that it draws a line from the last valid value to the next one.

If this change is intentional, I would prefer it to be configurable so that I can still get the old behaviour.

Edit:
Digging into it a bit, I found that this change is caused by the new `DataAddPoints` function which extracts the points from the data source into a `Vector<Point>`. It has been coded so that it just skips values where `!IsNum(yy)`.

I guess this is a nice optimization unless you actually want it to have holes at Null values, which was how it worked before intentionally.
Unfortunately, I am not able to fix it just by removing the condition `IsNum(yy)`, because it produces an incorrect plot, so I am not entirely sure what is going on.

Subject: Re: (RESOLVED) Line drawn across Null values
Posted by [koldo](#) on Sun, 19 Mar 2023 11:43:27 GMT
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I am not totally sure about the best behaviour. If you run `ScatterDraw_demo_cl`, you will get from this vector

```
s1 = {{1,14}, {2,65}, {3,29}, {Null,Null}, {5,40}, {6,50}, {7,Null}, {8,25}, {9,10}};
```

this plot

If `x == y == Null`, plot line jumps, but if just `y == Null`, a hole is created.

What would be the best behaviour?

File Attachments

1) [Scatter null data.png](#), downloaded 93 times

Subject: Re: (RESOLVED) Line drawn across Null values

Posted by [koldo](#) on Fri, 09 Jun 2023 20:44:41 GMT

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Well, probably if either x or y are Null, it is better the plot will have a hole.
A WhenPainter() is also added.

File Attachments

1) [Scatter null data.png](#), downloaded 68 times
