

---

Subject: Scatter Control

Posted by [andrei-catalin](#) on Wed, 08 Nov 2006 08:29:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi!

Below you can see my first attempt to make a simple control for plotting data and functions.  
Certainly, many improvements are possible and any suggestion is welcome.

To test it unzip Scatter.zip in MyApp folder and open TestScatter package. I tested it in Windows,  
610-dev3.

Andrei

---

---

Subject: Re: Scatter Control-Screenshot

Posted by [andrei-catalin](#) on Wed, 08 Nov 2006 10:36:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

---

Subject: Re: Scatter Control-Screenshot

Posted by [zsolt](#) on Wed, 08 Nov 2006 11:03:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Looks cool!

---

---

Subject: Re: Scatter Control-Screenshot

Posted by [forlano](#) on Wed, 08 Nov 2006 11:34:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Wonderfull!

I was looking for something similar in U++.

Thanks a lot.

Luigi

---

---

Subject: Re: Scatter Control-Screenshot

Posted by [mirek](#) on Mon, 13 Nov 2006 16:14:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

A small bug: you should place w.End to "close" w.Offset at the end of Paint method, otherwise it

kicks assertion...

Nice work. But maybe it should have little bit finer modularization, decoupling painting from Ctrl?

Mirek

---

---

**Subject: Re: Scatter Control-Screenshot**

Posted by [andrei-catalin](#) on Tue, 14 Nov 2006 05:56:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I've already fixed the bug.(Current version has many impovements.)

Thank for suggestion. I intend to use DrawingDraw for painting to allow printing.

---

---

**Subject: Scatter v0.2**

Posted by [andrei-catalin](#) on Thu, 16 Nov 2006 13:01:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Scatter v0.2 features:

- Unlimited number of data series or functions
- Performance improved using AddPick method
- Better appearance and interface in Layout Designer
- Added support for reporting and printing
- Labels for X-Y axis
- More options

-...

Andrei

---

---

**Subject: Re: Scatter v0.2**

Posted by [Ulti](#) on Fri, 17 Nov 2006 00:27:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It's nice,it looks .usc is very useful.

---

---

**Subject: Scatter v0.3**

Posted by [andrei-catalin](#) on Fri, 01 Dec 2006 10:05:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

New features:

- accepts parametric function
- smooth connection of points using cubic spline
- 7 styles of customisable marks (CIRCLE, RECTANGLE, SQUARE, TRIANGLE, CROSS, X, RHOMB)
- Legend with auto-arrangement
- access to chart image for export as PNG,JPG, etc.
- improvements in scatter.usc

Andrei

---

---

Subject: Re: Scatter v0.3

Posted by [masu](#) on Fri, 01 Dec 2006 10:16:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Where can we find it ?

Thanks

Matthias

---

---

Subject: Re: Scatter v0.3

Posted by [andrei-catalin](#) on Fri, 01 Dec 2006 10:18:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

---

Subject: Re: Scatter v0.3

Posted by [masu](#) on Fri, 01 Dec 2006 11:29:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Looks great, thanks.

I had to change the following:

Konstruktor DrawExtension()

DrawExtension()

{

// Draw::Draw();

}

and changed function parameter 'XY & point' to 'XY point' in a few functions.

Tested on WinXP, 611-dev4.

Matthias

---

---

Subject: Re: Scatter v0.3

Posted by [andrei-catalin](#) on Fri, 01 Dec 2006 13:19:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello, Matthias!

Thank you for testing Scatter Chart!

Have you made the modifications to elude compilation errors or for code optimisation?

Andrei

---

---

Subject: Re: Scatter v0.3

Posted by [masu](#) on Fri, 01 Dec 2006 13:28:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I got an error about calling protected constructor.

And I got errors on function calls with XY(a,b), complaining about having type XY instead of XY&.

My compiler is gcc-4.1.1.

Matthias

---

---

Subject: Re: Scatter v0.3

Posted by [andrei-catalin](#) on Fri, 01 Dec 2006 13:43:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I tested Scatter only in MSC71.

Yours modifications are useful for GCC users.

Thanks.

Andrei

---

---

Subject: Re: Scatter v0.3

Posted by [masu](#) on Fri, 01 Dec 2006 14:29:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

BTW, I had to also delete your library definitions for the Scatter package.  
The required libraries should already be included by the used packages (CtrlCore etc.).

Matthias

---

---

---

---

**Subject: Re: Scatter v0.3**

Posted by [mirek](#) on Sat, 02 Dec 2006 16:42:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

masu wrote on Fri, 01 December 2006 09:29BTW, I had to also delete your library definitions for the Scatter package.

The required libraries should already be included by the used packages (CtrlCore etc.).

Matthias

Very nice. I feel happy that number of capable U++ programmers seems to grow quickly now

Comments:

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

typedef Pointf XY;

would work here

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

Using Win32 API is generally OK, but causes cross-platform problems. I think it should be possible to implement DrawPie and DrawRoundRect using existing primitives (second one is primitive, DrawPie is somewhat harder, but hey, you are drawing cubic splines there, so you can do it

Mirek

---

---

---

---

**Subject: Re: Scatter v0.3**

Posted by [mirek](#) on Sat, 02 Dec 2006 16:52:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Also, Print preview is off, most likely wrongly placed (see the right edge).

Mirek

---

---

Subject: Re: Scatter v0.3

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

---

---

Subject: Re: Scatter v0.3

Posted by [mirek](#) on Sun, 03 Dec 2006 12:34:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote:

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?

If there is no special reason, I would use "PlotFunction"

Quote:

Quote:Print preview is off, most likely wrongly placed (see the right edge)

Only on screen; on paper (or PDF) is OK.

Yes, but should be OK even on the screen.

Mirek

---

---

Subject: Re: Scatter v0.3

Posted by [andrei-catalin](#) on Sun, 03 Dec 2006 17:37:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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

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

Quote:If there is no special reason, I would use "PlotFunction"

Thank for illustration. I've translated "capitalisation" as "exploitation"...

I will analyse better PrintPreview method.

Andrei

---

---

Subject: Scatter v0.3, PieChart v0.1

Posted by [andrei-catalin](#) on Sat, 23 Dec 2006 18:43:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

This is the new package containing both scatter and pie charts adapted for upp 612-dev2.

Season's greetings!

Andrei

---

File Attachments

1) [ScatterV0.4.zip](#), downloaded 601 times

---

---

Subject: Scatter-new version

Posted by [andrei-catalin](#) on Tue, 17 Apr 2007 03:54:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Scatter v0.5 & Pie v0.2

Changes:

added a info box to show x-y coordinate at left click

customisable format for grid labels

axis label supports special characters via WString

a new more extensible testScatter package

many other optimizations

---

tested with MINGW & MSC71 compilers  
(Win32, UPP 2007.1)

Andrei

---

File Attachments

1) [Scatter\\_v0.5.zip](#), downloaded 607 times

---

---

Subject: Re: Scatter-new version

Posted by [ebojd](#) on Thu, 19 Apr 2007 20:12:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thanks Andrei,

I get a number of errors starting with:

Scatter.cpp:546 WinMetaFileDraw not declared in scope... It looks like it includes the appropriate files. Any quick ideas on what to look into?

I'm currently running the final release of 2007.1 with gcc-4.1.1 on gentoo linux.

EBo --

ps: I would love to cut and paste the error messages from upp, but for some reason the text is not being copied to the publicly accessible clipboard.

---

---

---

Subject: Re: Scatter-new version

---

Posted by [guido](#) on Thu, 19 Apr 2007 21:35:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ebojd wrote on Thu, 19 April 2007 22:12Thanks Andrei,

I get a number of errors starting with:

Scatter.cpp:546 WinMetaFileDraw not declared in scope... It looks like it includes the appropriate files. Any quick ideas on what to look into?

I'm currently running the final release of 2007.1 with gcc-4.1.1 on gentoo linux.

EBo --

ps: I would love to cut and paste the error messages from up, but for some reason the text is not being coppied to the publicly accessible clipboard.

EMF is a win32 thing not yet supported elsewhere.

I have attached a version with WIN32 platform conditionals.

Except IsMetaFile() checks, which I just removed out of laziness.

Also gcc4 didn't like mixing enum with bool (BOTTOM, TOP), so I hacked it up with #define.

I investigated EMF support for Unixes. But it is tricky as already existing libs, like libwmf and libemf, make use of Wine headers, inheriting the LGPL license that way.

PS:

Forgot to explain: I allowed myself to change "BUTTOM" to "BOTTOM"

Guido

#### File Attachments

1) [Scatter\\_X11.zip](#), downloaded 549 times

---

---

Subject: Re: Scatter-new version

Posted by [andrei-catalin](#) on Fri, 20 Apr 2007 04:49:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote:I have attached a version with WIN32 platform conditionals.

Very nice to hear that Scatter can run on Linux. Thanks.

---

Andrei

---

Subject: Re: Scatter-new version

Posted by [ebojd](#) on Fri, 20 Apr 2007 15:44:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Just got it to work (I put my U++ source trees on an NTFS partition so they are the same for both Linux and XP -- for some reason writing to the NTFS partition from Linux pukes every once and awhile)...

Thanks again for the pointer!

It will have to be this weekend before I can look seriously in the code, but it looks like it has at least some of the functionality I need.

One of the reason I was looking at gnuplot was the ability to process the data on the fly (like histograms, box-wisker plots, switching between log-log, log-normal, and linear plots which we use all the time). With any luck Scatter will provide enough of the base functionality to justify writing all the other stuff

EBo --

---

---

Subject: Re: Scatter-new version

Posted by [fallingdutch](#) on Wed, 09 May 2007 10:08:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi Andrei,

nice work!

i have two questions:

1st which license do you apply to your code? BSD?

2nd what about using DrawText with angle in Scatter::SetDrawing, so you can turn the gridLabels as needed.

Bas

---

---

Subject: Re: Scatter-new version

Posted by [andrei-catalin](#) on Wed, 09 May 2007 12:18:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

1. Yes, likewise Upp
2. thanks for suggestion

Andrei

---

---

Subject: Re: Scatter-new version  
Posted by [jifrank](#) on Mon, 11 Jun 2007 16:36:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I need to extend this to do a histogram of the style in the first example figure at <http://en.wikipedia.org/wiki/Histogram>

My first thought is to sub-class from Scatter to create the required functionality. Do you think this is the way to go?

Any suggestions would be helpful?

--jlf

---

---

Subject: Re: Scatter-new version  
Posted by [andrei-catalin](#) on Tue, 12 Jun 2007 05:11:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Actually, scatter package contains only scatter chart and pie chart types. IMO, the histogram chart could be implemented rather easy from scratch, without scatter class derivation.

Andrei

---

---

Subject: Re: Scatter-new version  
Posted by [forlano](#) on Thu, 20 Sep 2007 11:51:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hello,

I'm using the scatter ctrl. It is very useful.  
I miss, maybe I do not find it, a method to clear the screen from all the points.

Luigi

---

---

Subject: Re: Scatter-new version  
Posted by [andrei-catalin](#) on Fri, 21 Sep 2007 04:05:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi Luigi,

RemoveSeries(series number) method should work.

Andrei

---

Subject: Re: Scatter-new version  
Posted by [forlano](#) on Fri, 21 Sep 2007 11:31:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

andrei-catalin wrote on Fri, 21 September 2007 06:05Hi Luigi,

RemoveSeries(series number) method should work.

Andrei

Hi Andrei,

yes, it works:

```
for (int i=scatter.GetData().GetCount() - 1; i>=0; i--) scatter.RemoveSeries(i);
```

It doesn't work if I start from 0 and move toward the last serie. Maybe some interaction with GetCount() that is changing during the removal.

Thank you,

Luigi

---

---

Subject: Re: Scatter-new version  
Posted by [andrei-catalin](#) on Mon, 24 Sep 2007 04:01:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

To simplify your task you must use the current version of Scatter.

Scatter v0.6 features:

4 new methods (tested in "Operations" tab):

```
void RemoveAllSeries();
```

```
void RemoveAllFSeries();
```

```
const Vector<String> & GetPLegend() const {return vLegend;}
```

```
const Vector<String> & GetFLegend() const {return vFLegend;}
```

Added PopUpInfo class to show the coordinates outside of plotting area

3 new tests: Dynamic, Log and Operations

Added conditional compilation directives for WinMetafile

Andrei

---

### File Attachments

---

1) [Scatter\\_v.06.zip](#), downloaded 532 times

---

---

Subject: Re: Scatter-new version

Posted by [forlano](#) on Mon, 24 Sep 2007 14:14:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

andrei-catalin wrote on Mon, 24 September 2007 06:01To simplify your task you must use the current version of Scatter.

Scatter v0.6 features:

4 new methods (tested in "Operations" tab):

```
void RemoveAllSeries();
```

```
void RemoveAllFSeries();
```

```
const Vector<String> & GetPLegend() const {return vLegend;}
```

```
const Vector<String> & GetFLegend() const {return vFLegend;}
```

Added PopUpInfo class to show the coordinates outside of plotting area

3 new tests: Dynamic, Log and Operations

Added conditional compilation directives for WinMetafile

Andrei

Thanks Andrei, this control is becoming better and better.

I've compiled the example using mingw of latest dev version and got some error that I removed as reported:

1. in Scatter.cpp

```
popText.SetColor(::Color(200,220,255));
```

instead of:

```
popText.SetColor(class::Color(200,220,255));
```

2. in Pie.h

```
static void DrawPie(Draw& w, Point centre, int r, int start, int alpha, int width=0, class::Color fill=Null, class::Color outline=Black,uint64 pattern=0,class::Color background=White);
```

(just added 'static' to remove the mismatch of declaration)

3. in testScatter2.h

```
scatter7.PlotFunction(f1,String("funct")+AsString(topIndex));  
...  
scatter7.AddSeries(s,String("series")<<topIndex,true);
```

instead of

```
scatter7.PlotFunction(f1,String("funct")<<topIndex);  
...  
scatter7.AddSeries(s,String("series")<<topIndex,true);
```

Luigi

---

---

---

---

Subject: Re: Scatter-new version

Posted by [andrei-catalin](#) on Tue, 25 Sep 2007 05:26:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thanks,

I've updated Scatter v.06 archive to remove reported errors.

Andrei

---

---

---

Subject: Re: Scatter-new version

Posted by [Mindtraveller](#) on Wed, 02 Apr 2008 14:44:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Andrei, thanx for such a good control. I use it in my U++ based program.

One thing could be useful in control properties: property changing format of displaying numbers at axes ticks. Or by default we may have following:

Look at numbers at vertical axis of top graph. It would be good to enter something like "%.2f" to view only needed significant digits.

## File Attachments

1) [axes.JPG](#), downloaded 1239 times

---

---

Subject: Re: Scatter-new version

Posted by [andrei-catalin](#) on Wed, 02 Apr 2008 20:37:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You may use your own format:

```
void FormatY(String& s, int i, double d)
{
    s=Format("%.2f",d);
}
```

and apply it for Y axis

```
scatter6.cbModifFormatY=THISBACK(FormatY);
```

Andrei

## File Attachments

1) [test.png](#), downloaded 1248 times

---

---

Subject: Re: Scatter-new version

Posted by [Mindtraveller](#) on Wed, 02 Apr 2008 21:39:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thanx!

Is there any documentation on your control?

---

---

Subject: Re: Scatter-new version

Posted by [andrei-catalin](#) on Thu, 03 Apr 2008 04:51:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Unfortunately not yet. But you can investigate the test package who contains many examples.

Andrei

---

---

Subject: Re: Scatter Control

Posted by [mr\\_ped](#) on Tue, 08 Apr 2008 15:13:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Andrei, you should ask unodgs or Mirek for sourceforge SVN access (create user account on sourceforge firstly), than add Scatter control to bazaar directory at SVN, this way you will make it part of next ultimate++ release.

I think it's worth of it, just for the sake of nice little demo application which can be used to study how to do animated graphics output in window and how to draw pixels and images (which are total evergreen questions here at forum anyway ).

Although the source did feel a bit dodgy to me (like way too many things going on directly in the header), it still did help me a lot and I like the control itself too.

---

---

Subject: Re: Scatter Control

Posted by [andrei-catalin](#) on Fri, 11 Apr 2008 15:10:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I've followed your advice so I've added Scatter into Bazaar directory.

Thanks,

Andrei

---

---

Subject: Re: Scatter Control

Posted by [emomartin](#) on Tue, 21 Oct 2008 20:26:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi,

is the scatter control still actual? Are there new versions available? Or is there any other charting component available for U++?

Regards  
emomartin

---

---

Subject: Re: Scatter Control

Posted by [koldo](#) on Fri, 29 May 2009 21:41:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello all

I use daily Scatter control.  
It works well and it has nice looking.

Is it going to be a new release?

A thing I would add is to scroll dragging the mouse and zoom rolling the middle mouse button.

Best regards  
Koldo

---

---

---

**Subject: Re: Scatter Control**  
Posted by [koldo](#) on Fri, 17 Jul 2009 20:29:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Hello Andrei

Mirek has done some changes in Draw class so that now there is no IsDrawing and it is not possible to compile Scatter.

It is commented inside post <http://www.ultimatepp.org/forum/index.php?t=msg&th=4523&>

Please as soon as possible fix this in Bazaar.  
Meanwhile I have done a copy of Scatter package changing w.IsDrawing() with  
(dynamic\_cast<const DrawingDraw \*>(&w)).

Best regards  
Koldo

---

---

**Subject: Re: Scatter Control**  
Posted by [andrei-catalin](#) on Sun, 19 Jul 2009 10:39:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I'll try to solve this problem. It may be significant changes needed.  
Until then, would you like to post your working copy?

Thanks,

Andrei

---

---

**Subject: Re: Scatter Control**  
Posted by [andrei-catalin](#) on Sun, 19 Jul 2009 16:09:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Fortunately have not been many changes.  
I hope to upgrade it in svn soon.

Andrei

---

---

**Subject: Re: Scatter Control**  
Posted by [koldo](#) on Sun, 19 Jul 2009 19:50:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Yes, it is only a matter of changing w.IsDrawing() with (dynamic\_cast<const DrawingDraw\*>(&w)).

But if you want to add more features, they will be welcome!

Best regards  
Koldo

---

---

**Subject: Re: Scatter Control**  
Posted by [andrei-catalin](#) on Mon, 20 Jul 2009 14:01:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I made some small changes to the scatter control in order to eliminate compilation errors and other small problems.

I would be grateful if someone could update these files in svn. (I currently do not have svn access).

Andrei

---

#### File Attachments

1) [Scatter.zip](#), downloaded 416 times

---

---

**Subject: Re: Scatter Control**  
Posted by [tojocky](#) on Mon, 20 Jul 2009 19:35:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

andrei-catalin wrote on Mon, 20 July 2009 17:01I made some small changes to the scatter control in order to eliminate compilation errors and other small problems.

I would be grateful if someone could update these files in svn. (I currently do not have svn access).

Andrei

Committed!  
Thanks!

---

---

Subject: Re: Scatter Control  
Posted by [koldo](#) on Mon, 20 Jul 2009 20:23:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hello andrei-catalin

Both scatter and pie samples and an application where I use scatter work perfectly with no changes.

Best regards  
Koldo

---

---

Subject: Re: Scatter Control  
Posted by [andrei-catalin](#) on Tue, 21 Jul 2009 14:34:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nice! Thanks!

Andrei

---

---

Subject: Re: Scatter Control  
Posted by [tojocky](#) on Sun, 27 Dec 2009 17:21:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

andrei-catalin wrote on Tue, 21 July 2009 17:34Nice! Thanks!

Andrei  
Hello Andrei,

Exist any updates to Scatter control?

With respect, Ion (tojocky)

---

---

Subject: Re: Scatter Control  
Posted by [ktj9](#) on Fri, 16 Apr 2010 00:35:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hello,

I tried to run TestScatter2, but it is stuck in infinite loops in Scatter::SetRange and Scatter::SetMajorUnits. Callers are scatter2.SetRange(12,60) and scatter2.SetMajorUnits(2,10) in Tab2::Tab2().

I am using UPP2232, MSC8, on XP.

I use magic numbers to solve the problem, but I bet there are better solutions, if I understand the meaning of those members.

After the hack, the example looks great! Thanks!

```
Scatter &Scatter::SetRange(double rx, double ry, double ry2)
{
    xRange=rx;
    yRange=ry;
    yRange2=ry2;
    xMajorUnit=xRange/10;
    int count=0;
    while (xMinUnit > xMajorUnit && count < 1000){
        xMinUnit -= xMajorUnit;
        ++count;
    }
    yMajorUnit=yRange/10;
    count = 0;
    while (yMinUnit > yMajorUnit && count < 1000){
        yMinUnit -= yMajorUnit;
        ++count;
    }
    yMajorUnit2=yRange2/10;
    count = 0;
    while (yMinUnit2 > yMajorUnit2 && count < 1000) {
        yMinUnit2 -= yMajorUnit2;
        ++count;
    }
    return *this;
}
Scatter &Scatter::SetMajorUnits(double ux, double uy)
{
    //if (ux > xRange) throw (Exc(t_("Invalid X major units!")));
    //if (uy > yRange) throw (Exc(t_("Invalid Y major units!")));
    xMajorUnit=ux;
    yMajorUnit=uy;
    yMajorUnit2=yRange2*yMajorUnit/yRange;
    int count=0;
    while (xMinUnit > xMajorUnit && count < 1000){
        xMinUnit -= xMajorUnit;
        ++count;
    }
}
```

```
}

count = 0;
while (yMinUnit > yMajorUnit && count < 1000){
    yMinUnit -= yMajorUnit;
    ++count;
}
count = 0;
while (yMinUnit2 > yMajorUnit2 && count < 1000){
    yMinUnit2 -= yMajorUnit2;
    ++count;
}
return *this;
}
```

---

---

Subject: Re: Scatter Control

Posted by [koldo](#) on Fri, 16 Apr 2010 04:50:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ktj9 wrote on Fri, 16 April 2010 02:35Hello,

I tried to run TestScatter2, but it is stuck in infinite loops in Scatter::SetRange and Scatter::SetMajorUnits. Callers are scatter2.SetRange(12,60) and scatter2.SetMajorUnits(2,10) in Tab2::Tab2().

I am using UPP2232, MSC8, on XP.

I use magic numbers to solve the problem, but I bet there are better solutions, if I understand the meaning of those members.

After the hack, the example looks great! Thanks!

```
Scatter &Scatter::SetRange(double rx, double ry, double ry2)
{
    xRange=rx;
    yRange=ry;
    yRange2=ry2;
    xMajorUnit=xRange/10;
    int count=0;
    while (xMinUnit > xMajorUnit && count < 1000){
        xMinUnit -= xMajorUnit;
        ++count;
    }
    yMajorUnit=yRange/10;
    count = 0;
    while (yMinUnit > yMajorUnit && count < 1000){
        yMinUnit -= yMajorUnit;
        ++count;
    }
}
```

```

}
yMajorUnit2=yRange2/10;
count = 0;
while (yMinUnit2 > yMajorUnit2 && count < 1000) {
    yMinUnit2 -= yMajorUnit2;
    ++count;
}
return *this;
}
Scatter &Scatter::SetMajorUnits(double ux, double uy)
{
//if (ux > xRange) throw (Exc(t_("Invalid X major units!")));
//if (uy > yRange) throw (Exc(t_("Invalid Y major units!")));
xMajorUnit=ux;
yMajorUnit=uy;
yMajorUnit2=yRange2*yMajorUnit/yRange;
int count=0;
while (xMinUnit > xMajorUnit && count < 1000){
    xMinUnit -= xMajorUnit;
    ++count;
}
count = 0;
while (yMinUnit > yMajorUnit && count < 1000){
    yMinUnit -= yMajorUnit;
    ++count;
}
count = 0;
while (yMinUnit2 > yMajorUnit2 && count < 1000){
    yMinUnit2 -= yMajorUnit2;
    ++count;
}
return *this;
}

```

Hello ktj9

I have run TestScatter2 in Bazaar and it works well for me. The code you have submitted seems not to be the last one.

The version I use is 2322.

---

Subject: Re: Scatter Control  
 Posted by [ktj9](#) on Sat, 17 Apr 2010 01:26:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thank you, koldo.

Now I sync to depot. The example runs smoothly.

---