
Subject: Scatter:
Posted by [tojocky](#) on Tue, 01 Jun 2010 22:24:44 GMT
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Hello,

I propose to add this functions in Scatter ctrl:

```
Font& TitleFont() {return titleFont;};  
int H_Border() {return px;};  
int V_Border() {return py;};
```

I need this data when I try to customize the ctrl.

Subject: Re: Scatter:
Posted by [koldo](#) on Wed, 02 Jun 2010 06:25:36 GMT
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tojocky wrote on Wed, 02 June 2010 00:24Hello,

I propose to add this functions in Scatter ctrl:

```
Font& TitleFont() {return titleFont;};  
int H_Border() {return px;};  
int V_Border() {return py;};
```

I need this data when I try to customize the ctrl.
For me it is ok .

Subject: Re: Scatter:
Posted by [koldo](#) on Wed, 02 Jun 2010 06:53:05 GMT
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Hello Ion

Just to follow Scatter naming style I would use these names:

```
Font& GetTitleFont() {return titleFont;};  
int GetH_Border() {return px;};  
int GetV_Border() {return py;};
```

Subject: Re: Scatter:
Posted by [tojocky](#) on Wed, 02 Jun 2010 08:28:34 GMT
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koldo wrote on Wed, 02 June 2010 09:53Hello Ion

Just to follow Scatter naming style I would use these names:

```
Font& GetTitleFont() {return titleFont;};  
int GetH_Border() {return px;};  
int GetV_Border() {return py;};
```

It is OK for me!

Subject: Re: Scatter:
Posted by [koldo](#) on Wed, 02 Jun 2010 21:33:00 GMT
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Done
