
Subject: Scatter: Propose to add new methods
Posted by [tojocky](#) on Tue, 07 Sep 2010 14:26:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello All,

I propose to add the following new public methods and integrate in scatter control:

```
double Scatter::GetXByPoint(const Point &p_point){
    double
    v_x=(p_point.x-GetH_Border()*GetXRange()/((GetSize().cx-2*GetH_Border()-1)+GetXMin());
    return v_x;
}
```

```
double Scatter::GetYByPoint(const Point &p_point){
    double
    v_y=(GetSize().cy-GetV_Border()-p_point.y-1)*GetYRange()/((GetSize().cy-2*GetV_Border()-GetTitleFont().GetHeight()-1)+GetYMin());
    return v_y;
}
```

```
double Scatter::GetY2ByPoint(const Point &p_point){
    double
    v_y2=(GetSize().cy-GetV_Border()-p_point.y-1)*GetY2Range()/((GetSize().cy-2*GetV_Border()-GetTitleFont().GetHeight()-1)+GetYMin2());
    return v_y2;
}
```

```
double Scatter::GetXPointByValue(const XY &p_v){
    double v_x=(p_v.x-GetXMin())/GetXRange()*((GetSize().cx-2*GetH_Border()-1)+GetH_Border());
    return v_x;
}
```

```
double Scatter::GetYPointByValue(const XY &p_v){
    double
    v_y=(GetSize().cy-GetV_Border()-1)-(p_v.y-GetYMin())/GetYRange()*((GetSize().cy-2*GetV_Border()-GetTitleFont().GetHeight()-1));
    return v_y;
}
```

and propose to modify method:

from:

```
Scatter &Scatter::SetMinUnits(double ux, double uy)
{
    xMinUnit=ux;
    yMinUnit=uy;
    yMinUnit2=yRange2*yMinUnit/yRange;
}
```

```

return *this;
}
to:
Scatter &Scatter::SetMinUnits(double ux, double uy)
{
xMinUnit=ux;
yMinUnit=uy;
yMinUnit2=yRange2*yMinUnit/yRange;
AdjustMinUnitX();
AdjustMinUnitY();
AdjustMinUnitY2();
return *this;
}

```

I use this methods very often.

Best regards, Ion Lupascu.

Subject: Re: Scatter: Propose to add new methods
Posted by [koldo](#) on Tue, 07 Sep 2010 21:27:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Ion

You read my mind . I like them.

And this?:

```

double Scatter::GetXByPoint(const int x){
return (x-GetH_Border())*GetXRange()/(GetSize().cx-2*GetH_Border()-1)+GetXMin();
}

```

```

double Scatter::GetYByPoint(const int y){
return
(GetSize().cy-GetV_Border()-y-1)*GetYRange()/(GetSize().cy-2*GetV_Border()-GetTitleFont().Get
Height()-1)+GetYMin();
}

```

```

double Scatter::GetY2ByPoint(const int y){
return
(GetSize().cy-GetV_Border()-y-1)*GetY2Range()/(GetSize().cy-2*GetV_Border()-GetTitleFont().G
etHeight()-1)+GetYMin2();
}

```

```

double Scatter::GetXPointByValue(const double x){
return x-GetXMin()/GetXRange()*(GetSize().cx-2*GetH_Border()-1)+GetH_Border();
}

```

```
double Scatter::GetYPointByValue(const double y){
    return
    (GetSize().cy-GetV_Border()-1)-(y-GetYMin())/GetYRange()*(GetSize().cy-2*GetV_Border()-GetTitleFont().GetHeight()-1);
}
```

Subject: Re: Scatter: Propose to add new methods
Posted by [tojocky](#) on Wed, 08 Sep 2010 05:46:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

It is perfect!

koldo wrote on Wed, 08 September 2010 00:27Hello Ion

You read my mind . I like them.

And this?:

```
double Scatter::GetXByPoint(const int x){
    return (x-GetH_Border())*GetXRange()/(GetSize().cx-2*GetH_Border()-1)+GetXMin();
}
```

```
double Scatter::GetYByPoint(const int y){
    return
    (GetSize().cy-GetV_Border()-y-1)*GetYRange()/(GetSize().cy-2*GetV_Border()-GetTitleFont().GetHeight()-1)+GetYMin();
}
```

```
double Scatter::GetY2ByPoint(const int y){
    return
    (GetSize().cy-GetV_Border()-y-1)*GetY2Range()/(GetSize().cy-2*GetV_Border()-GetTitleFont().GetHeight()-1)+GetYMin2();
}
```

```
double Scatter::GetXPointByValue(const double x){
    return x-GetXMin())/GetXRange()*(GetSize().cx-2*GetH_Border()-1)+GetH_Border();
}
```

```
double Scatter::GetYPointByValue(const double y){
    return
    (GetSize().cy-GetV_Border()-1)-(y-GetYMin())/GetYRange()*(GetSize().cy-2*GetV_Border()-GetTitleFont().GetHeight()-1);
}
```

Subject: Re: Scatter: Propose to add new methods
Posted by [koldo](#) on Thu, 09 Sep 2010 07:25:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Ion

Only one condition: Could you post here the description of these functions to be included in the help?

Subject: Re: Scatter: Propose to add new methods
Posted by [tojocky](#) on Thu, 09 Sep 2010 13:54:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

koldo wrote on Thu, 09 September 2010 10:25Hello Ion

Only one condition: Could you post here the description of these functions to be included in the help?

Quote:
double Scatter::GetXByPoint(const int x)
double Scatter::GetYByPoint(const int y)
double Scatter::GetY2ByPoint(const int y)

This methods will return the X, Y and Y2 values by x/y point position. The x point position can be retrieved from parameter pt of the following events:

virtual void Scatter::LeftDown(Point pt, ..),
virtual void Scatter::RightDown(Point pt, ..),
virtual void Scatter::MouseWheel(Point pt, ..), and other control mouse events

double Scatter::GetXPointByValue(const double x)
double Scatter::GetYPointByValue(const double y)

This methods will return the x, y position in dots on Scatter control by X, Y Values. This methods are vice-versa of:

double Scatter::GetXByPoint(const int x)
double Scatter::GetYByPoint(const int y)

Please correct and improve the description of this methods is is not OK.

Ion.
