Subject: Possible issue in Controls4U::Meter
Posted by jerson on Tue, 26 Apr 2011 13:11:41 GMT
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In controls4u.cpp, line 986, I had to do this to get the meter to display correctly.

```
// this line changed by Jerson.  Compensate for Min/Max of meter while showing the hand
// double vala = value*maxgrad/(max-min);
double vala = (value-min)*maxgrad/(max-min);
PaintHand(w, cx, cy, R, a + vala*direction, bigF, colorType);
```

Values I use are Min=-100, Max=100, SetData=0

Without the correction, the meter would indicate -100 for value=0. After correction, it is Ok.

Can someone check this please. I'm using rel 3218 on Windows

Regards

Subject: Re: Possible issue in Controls4U::Meter
Posted by koldo on Thu, 28 Apr 2011 09:31:23 GMT
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Hello Jerson

Thank you for your patch . It will be applied today.