Subject: ScatterCtrl / ScatterDraw - ShowLegend() problem and general Question
Posted by OliverSo on Mon, 22 Apr 2013 14:35:32 GMT
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Hello,

I am playing around with the ScatterCtrl / ScatterDraw packages. Apprently these packages are still under develoment.

In ScatterCtrl the function body for ShowLegend() is missing. If you remove the checkbox in the Layout-Designer or try to use this function otherwise in a ScatterCtrl, the Code will not compile.

Are these packages stable enough to be used, or are severe changes expected in the (near) future?

Oliver

Subject: Re: ScatterCtrl / ScatterDraw - ShowLegend() problem and general Question
Posted by koldo on Tue, 23 Apr 2013 07:01:12 GMT
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Hello Olivier

Quote:I am playing around with the ScatterCtrl / ScatterDraw packages. Thank you. Please check them and report as many bugs and improvements as you want.

Quote:Apprently these packages are still under develoment. Of course, everything is in development.

Quote:In ScatterCtrl the function body for ShowLegend() is missing. If you remove the checkbox in the Layout-Designer or try to use this function otherwise in a ScatterCtrl, the Code will not compile. You are right. ShowLegend() is not used. The function really used is ShowInfo(). I will upload the fix ASAP.

Quote:Are these packages stable enough to be used, or are severe changes expected in the (near) future? They have not have severe changes from the beginning and it is no expected to have them in the future .

Subject: Re: ScatterCtrl / ScatterDraw - ShowLegend() problem and general Question
Posted by OliverSo on Tue, 23 Apr 2013 20:08:12 GMT
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Well, than I will continue to use it. Anyhow, it behaves similar to all other u++ packages: I get something working quite fast, but sometimes I don't know exactly, why

koldo wrote on Tue, 23 April 2013 09:01You are right. ShowLegend() is not used. The function really used is ShowInfo(). I will upload the fix ASAP.

I think having ShowLegend(const bool& show = true) in ScatterCtrl is ok, as this method is also available in ScatterDraw.

I would propose to implement it like this:

```
ScatterCtrl& ShowLegend(const bool& show = true)
   {ScatterDraw::ShowLegend(show); return *this;}
```

similar to all the other ScatterDraw wrapper methods in ScatterCtrl.

Oliver

Subject: Re: ScatterCtrl / ScatterDraw - ShowLegend() problem and general Question
Posted by koldo on Wed, 24 Apr 2013 07:48:42 GMT
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Hello Oliver

You are right. Sorry for the misunderstanding. ShowLegend() and ShowInfo() are different. I am going to document them now.

Subject: Re: ScatterCtrl / ScatterDraw - ShowLegend() problem and general Question
Posted by Didier on Wed, 01 May 2013 11:45:16 GMT
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Hi Koldo,

I just updated my upp to latest svn and noticed you're last ScatterDraw / ScatterCtrl updates.

It doesn't compile under Linux

```
----- ScatterCtrl_Demo ( GUI MAIN GCC SHARED BLITZ LINUX POSIX ) (15 / 15)
BLITZ: main.cpp tab1.cpp tab2.cpp tab3.cpp tab4.cpp tab5.cpp tab6.cpp tab7.cpp tab8.cpp
tab9.cpp tab10.cpp tab11.cpp tabPie.cpp
plugin/Eigen: 1 file(s) built in (0:00.01), 14 msecs / file, duration = 49 msecs, parallelization 91%
In file included from /users/didier/upp/uppsrc/ScatterDraw/ScatterDraw.h:6:0,
                 from /users/didier/upp/uppsrc/ScatterDraw/ScatterDraw.cpp:1,
```

from /users/didier/upp.out/examples/ScatterDraw/GCC.Blitz.Gui.Shared/$blitz.cpp:3:
/users/didier/upp/uppsrc/ScatterDraw/DataSource.h: In constructor

will be initialized after [-Wreorder]

/users/didier/upp/uppsrc/ScatterDraw/DataSource.h:136:2: warning: when initialized here [-Wreorder]
/users/didier/upp/uppsrc/ScatterDraw/DataSource.h: In constructor

will be initialized after [-Wreorder]

/users/didier/upp/uppsrc/ScatterDraw/DataSource.h:147:2: warning: when initialized here [-Wreorder]
In file included from
/users/didier/upp.out/examples/ScatterDraw/GCC.Blitz.Gui.Shared/$blitz.cpp:14:0:
/users/didier/upp/uppsrc/ScatterDraw/Equation.cpp: At global scope:

token

token
In file included from
/users/didier/upp.out/examples/ScatterDraw/GCC.Blitz.Gui.Shared/$blitz.cpp:18:0:

ScatterDraw: 4 file(s) built in (0:00.46), 117 msecs / file, duration = 2520 msecs, parallelization 100%
In file included from /users/didier/upp/uppsrc/ScatterDraw/ScatterDraw.h:6:0,
from /users/didier/upp/uppsrc/ScatterCtrl/ScatterCtrl.h:5,
from /users/didier/upp/examples/ScatterCtrl_Demo/ScatterCtrl_Demo.h:4,
from /users/didier/upp/examples/ScatterCtrl_Demo/main.cpp:1,
from
/users/didier/upp.out/examples/ScatterCtrl_Demo/GCC.Blitz.Gui.Main.Shared/$blitz.cpp:3:
/users/didier/upp/uppsrc/ScatterDraw/DataSource.h: In constructor

will be initialized after [-Wreorder]

/users/didier/upp/uppsrc/ScatterDraw/DataSource.h:136:2: warning: when initialized here [-Wreorder]
/users/didier/upp/uppsrc/ScatterDraw/DataSource.h: In constructor

will be initialized after [-Wreorder]

/users/didier/upp/uppsrc/ScatterDraw/DataSource.h:147:2: warning: when initialized here [-Wreorder]
ScatterCtrl_Demo: 13 file(s) built in (0:03.02), 232 msecs / file, duration = 5017 msecs, parallelization 53%

Something seems missing ?

Subject: Re: ScatterCtrl / ScatterDraw - ShowLegend() problem and general Question
Posted by koldo on Wed, 01 May 2013 16:43:06 GMT
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Hello Didier

The package has been tested successfully with Linux Mint 14 "Nadia" with a 3.5.0-17-generic (x86_64) kernel and compiled with gcc 4.7.2.. In addition it was tested with MSC10 and MinGW 32 and 64 bits.

I have tried to analyze the warnings but I do not know the reasons of the problems. Could you try a Build All and post the gcc version?

Subject: Re: ScatterCtrl / ScatterDraw - ShowLegend() problem and general Question
Posted by Didier on Wed, 01 May 2013 21:00:57 GMT
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Maybe a file ?

Subject: Re: ScatterCtrl / ScatterDraw - ShowLegend() problem and general Question
Posted by koldo on Thu, 02 May 2013 06:31:37 GMT

Hello Didier

Oh yes, you are right. I should have to update uppsrc/plugin/Eigen package in svn before

Thank you!

Subject: Re: ScatterCtrl / ScatterDraw - ShowLegend() problem and general Question
Posted by koldo on Thu, 02 May 2013 19:22:12 GMT

Updated!