Subject: crash while using scatterctrl
Posted by aftershock on Sat, 07 Mar 2015 12:20:24 GMT
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Hi,

I have a problem, I do not seem to able to use scatterctrl.
I have a tabctrl. I have a layout which contains scatterctrl.

Layout is added to the tabctrl.
```
Vector<Pointf> data_equity,data_balance;
performance.chart.RemoveAllSeries();

for (int i=0; i<  order_history.order_info.GetCount();i++)
{
   data_equity << Pointf(i,order_history.order_info.Get(i,7));
   data_balance <<  Pointf(i,order_history.order_info.Get(i,8));

}
performance.chart.AddSeries(data_balance).Legend("balance");
performance.chart.AddSeries(data_equity).Legend("equity").Units( "km/h").NoMark().Stroke(2,
Gray()).Dash(LINE_SOLID).Fill(LtGray());;
/
```
if I add series , it crashes when I switch to the tab which contains the scatterctrl.


```
case WM_PAINT:
 ASSERT_(!painting || IsPanicMode(), "WM_PAINT invoked for " + Name() + " while in Paint
routine");
 ASSERT(hwnd);
 if(hwnd) {
  PAINTSTRUCT ps;
```


It fails for M_PAINT invoked for " + Name() + " while in Paint routine");

I use the latest upp.

aftershock

Subject: Re: crash while using scatterctrl
Posted by aftershock on Sat, 07 Mar 2015 15:37:22 GMT

Not a scatterctrl bug...
It was caused by using parameters as vector<> which was allocated on stack.

Subject: Re: crash while using scatterctrl
Posted by koldo on Mon, 09 Mar 2015 09:29:29 GMT

Hello aftershock

In addition, please remember that ScatterDraw does not keep any data, so data has to be kept safely.

For example, if data is declared in a function that fills the Scatter, and if you need the Scatter after leaving the function, you will get errors as Scatter will try to use data that has been freed.