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Subject: Re: ScatterCtrl, 2 questions.

Posted by [rxantos](#) on Fri, 23 Aug 2013 15:07:25 GMT

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Thanks for responding.

When the mouse wheel is used, the user can zoom in and out. I want to know how to I limit the zoom out so that the x range is never greater than the data range. In the x I just use 0,1,2,3, etc. Lets say its from 0 to 1,000. Right now if the user zooms out with the wheel, the range goes in the negative in one side and over 1,000 in the other. I want it so that it always stays at a maximum zoom out of 0 to 1000. while allowing a zoom in lets say 0 to 10,

The 2nd problem:

The Y data is not the random I show in the example, but it has the same problem. Sometimes the spikes in the data are skipped and the data seem clean when in reality there is a spike on an area. The problem does not happen when exporting a png from the control only when using the control. My guess is that for speed reason some of the data is skipped when rendering the control. Lets say the same data 0 to 1000 and there are 100 pixels. And point 7 is an 8, point 9 a 100 and point 10 a 10. Sometimes the spike (The 100) is not shown. And sometimes it is. I wonder if there is a setting to avoid this and make it always show the spike (a flag maybe).

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