
Subject: Re: plot and contour inconsistency

Posted by [Matthew Argall](#) on Sat, 20 Apr 2013 03:08:21 GMT

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> cgGraphicsKeywords object can keep track of of the "graphics keywords"
>
> required by Plot, Contour, etc.
>
>
>
> I use this to keep track of plot keywords in cgZPlot, for example.
>
> But, you might be able to use to good
>
> effect. :-)
>
> See the DrawPlot method in cgZPlot__Define to see how I use it.

This is quite great! I had been doing something similar, but the /ALLOCATE_HEAP keyword eluded me...

I was wondering, in the cgZPlot::DrawPlot method, is there a reason you call cgGraphicsKeywords::GetProperty? Why can't you get all of the properties by doing simply, e.g., *self.max_value, since cgGraphicsKeywords is inherited?

Also, why do you always draw to the pixmap then copy to the display?
