Engauge Digitizer

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Contents

1 Engauge Digitizer II **1**

2 Hierarchical Index **3**

2.1 Class Hierarchy 3

3 Class Index **9**

3.1 Class List 9

4 File Index **21**

4.1 File List 21

5 Class Documentation **33**

5.1 BackgroundStateAbstractBase Class Reference 33

5.1.1 Detailed Description 34

5.2 BackgroundStateContext Class Reference 34

5.2.1 Detailed Description 35

5.2.2 Member Function Documentation 35

5.2.2.1 setCurveSelected(const Transformation &transformation, const DocumentModelGridRemoval &modelGridRemoval, const DocumentModelColorFilter &modelColorFilter, const QString &curveSelected) 35

5.3 BackgroundStateCurve Class Reference 36

5.3.1 Detailed Description 36

5.4 BackgroundStateNone Class Reference 37

5.4.1 Detailed Description 37

5.5 BackgroundStateOriginal Class Reference 38

5.5.1 Detailed Description 38

5.6 BackgroundStateUnloaded Class Reference . . . 39
5.6.1 Detailed Description . . . 39
5.7 CallbackAddPointsInCurvesGraphs Class Reference . . . 40
5.7.1 Detailed Description . . . 40
5.8 CallbackAxesCheckerFromAxesPoints Class Reference . . . 40
5.8.1 Detailed Description . . . 40
5.9 CallbackAxisPointsAbstract Class Reference . . . 41
5.9.1 Detailed Description . . . 42
5.9.2 Member Function Documentation . . . 42
5.9.2.1 isError() const . . . 42
5.9.2.2 matrixGraph() const . . . 42
5.9.2.3 matrixScreen() const . . . 42
5.10 CallbackBoundingRects Class Reference . . . 43
5.10.1 Detailed Description . . . 43
5.11 CallbackCheckAddPointAxis Class Reference . . . 43
5.11.1 Detailed Description . . . 44
5.12 CallbackCheckEditPointAxis Class Reference . . . 44
5.12.1 Detailed Description . . . 44
5.13 CallbackDocumentHash Class Reference . . . 45
5.13.1 Detailed Description . . . 45
5.14 CallbackGatherXThetaValuesFunctions Class Reference . . . 45
5.14.1 Detailed Description . . . 46
5.15 CallbackNextOrdinal Class Reference . . . 46
5.15.1 Detailed Description . . . 46
5.16 CallbackPointOrdinal Class Reference . . . 46
5.16.1 Detailed Description . . . 47
5.17 CallbackRemovePointsInCurvesGraphs Class Reference . . . 47
5.17.1 Detailed Description . . . 47
5.18 CallbackSceneUpdateAfterCommand Class Reference . . . 48
5.18.1 Detailed Description . . . 48

5.19 CallbackUpdateTransform Class Reference . . . 48
5.19.1 Detailed Description . . . 49
5.19.2 Member Function Documentation . . . 49
5.19.2.1 transformIsDefined() const . . . 49
5.20 Checker Class Reference . . . 49
5.20.1 Detailed Description . . . 50
5.20.2 Member Function Documentation . . . 50
5.20.2.1 prepareForDisplay(const QPolygonF &polygon, int pointRadius, const DocumentModelAxesChecker &modelAxesChecker, const DocumentModelCoords &modelCoords, DocumentAxesPointsRequired documentAxesPointsRequired) . . . 50
5.20.2.2 prepareForDisplay(const QList< Point > &Points, int pointRadius, const DocumentModelAxesChecker &modelAxesChecker, const DocumentModelCoords &modelCoords, const Transformation &transformation, DocumentAxesPointsRequired documentAxesPointsRequired) . . . 50
5.20.2.3 updateModelAxesChecker(const DocumentModelAxesChecker &modelAxesChecker) . . . 50
5.21 ChecklistGuide Class Reference . . . 51
5.21.1 Detailed Description . . . 51
5.22 ChecklistGuideBrowser Class Reference . . . 52
5.22.1 Detailed Description . . . 52
5.23 ChecklistGuidePage Class Reference . . . 52
5.23.1 Detailed Description . . . 53
5.24 ChecklistGuidePageConclusion Class Reference . . . 53
5.24.1 Detailed Description . . . 54
5.25 ChecklistGuidePageCurves Class Reference . . . 54
5.25.1 Detailed Description . . . 55
5.26 ChecklistGuidePageIntro Class Reference . . . 55
5.26.1 Detailed Description . . . 55
5.27 ChecklistGuideWizard Class Reference . . . 56
5.27.1 Detailed Description . . . 56
5.28 ChecklistLineEdit Class Reference . . . 56
5.28.1 Detailed Description . . . 57

5.29 CmdAbstract Class Reference . . . 57
5.29.1 Detailed Description . . . 59
5.29.2 Member Function Documentation . . . 59
5.29.2.1 resetSelection(const PointIdentifiers &pointIdentifiersToSelect) . . . 59
5.29.2.2 saveOrCheckPostCommandDocumentStateHash(const Document &document) . . . 59
5.29.2.3 saveOrCheckPreCommandDocumentStateHash(const Document &document) . . . 59
5.30 CmdAddPointAxis Class Reference . . . 60
5.30.1 Detailed Description . . . 60
5.31 CmdAddPointGraph Class Reference . . . 61
5.31.1 Detailed Description . . . 61
5.32 CmdAddPointsGraph Class Reference . . . 62
5.32.1 Detailed Description . . . 62
5.33 CmdCopy Class Reference . . . 63
5.33.1 Detailed Description . . . 63
5.34 CmdCut Class Reference . . . 64
5.34.1 Detailed Description . . . 64
5.35 CmdDelete Class Reference . . . 65
5.35.1 Detailed Description . . . 65
5.36 CmdEditPointAxis Class Reference . . . 66
5.36.1 Detailed Description . . . 66
5.37 CmdEditPointGraph Class Reference . . . 67
5.37.1 Detailed Description . . . 67
5.38 CmdFactory Class Reference . . . 68
5.38.1 Detailed Description . . . 68
5.39 CmdMediator Class Reference . . . 68
5.39.1 Detailed Description . . . 70
5.39.2 Member Function Documentation . . . 70
5.39.2.1 isModified() const . . . 70
5.39.2.2 setDocumentAxesPointsRequired(DocumentAxesPointsRequired documentAxesPointsRequired) . . . 70
5.40 CmdMoveBy Class Reference . . . 70

5.40.1 Detailed Description . . . 71
5.41 CmdPaste Class Reference . . . 71
5.41.1 Detailed Description . . . 72
5.42 CmdPointChangeBase Class Reference . . . 72
5.42.1 Detailed Description . . . 73
5.43 CmdRedoForTest Class Reference . . . 74
5.43.1 Detailed Description . . . 74
5.44 CmdSelectCoordSystem Class Reference . . . 75
5.44.1 Detailed Description . . . 75
5.45 CmdSettingsAxesChecker Class Reference . . . 76
5.45.1 Detailed Description . . . 76
5.46 CmdSettingsColorFilter Class Reference . . . 77
5.46.1 Detailed Description . . . 77
5.47 CmdSettingsCoords Class Reference . . . 78
5.47.1 Detailed Description . . . 78
5.48 CmdSettingsCurveAddRemove Class Reference . . . 79
5.48.1 Detailed Description . . . 79
5.49 CmdSettingsCurveProperties Class Reference . . . 80
5.49.1 Detailed Description . . . 80
5.50 CmdSettingsDigitizeCurve Class Reference . . . 81
5.50.1 Detailed Description . . . 81
5.51 CmdSettingsExportFormat Class Reference . . . 82
5.51.1 Detailed Description . . . 82
5.52 CmdSettingsGeneral Class Reference . . . 83
5.52.1 Detailed Description . . . 83
5.53 CmdSettingsGridDisplay Class Reference . . . 84
5.53.1 Detailed Description . . . 84
5.54 CmdSettingsGridRemoval Class Reference . . . 85
5.54.1 Detailed Description . . . 85
5.55 CmdSettingsPointMatch Class Reference . . . 86

5.55.1 Detailed Description . . . 86
5.56 CmdSettingsSegments Class Reference . . . 87
5.56.1 Detailed Description . . . 87
5.57 CmdStackShadow Class Reference . . . 88
5.57.1 Detailed Description . . . 88
5.58 CmdUndoForTest Class Reference . . . 89
5.58.1 Detailed Description . . . 89
5.59 ColorFilter Class Reference . . . 90
5.59.1 Detailed Description . . . 90
5.59.2 Member Function Documentation . . . 90
5.59.2.1 marginColor(const QImage *image) const . . . 90
5.59.2.2 pixelToZeroToOneOrMinusOne(ColorFilterMode colorFilterMode, const QColor &pixel, QRgb rgbBackground) const . . . 91
5.60 ColorFilterEntry Struct Reference . . . 91
5.60.1 Detailed Description . . . 91
5.61 ColorFilterHistogram Class Reference . . . 91
5.61.1 Detailed Description . . . 92
5.61.2 Member Function Documentation . . . 92
5.61.2.1 generate(const ColorFilter &filter, double histogramBins[], ColorFilterMode colorFilterMode, const QImage &image, int &maxBinCount) const . . . 92
5.62 ColorFilterSettings Class Reference . . . 92
5.62.1 Detailed Description . . . 94
5.62.2 Member Function Documentation . . . 94
5.62.2.1 high() const . . . 94
5.62.2.2 low() const . . . 94
5.63 ColorFilterSettingsStrategyAbstractBase Class Reference . . . 95
5.63.1 Detailed Description . . . 95
5.64 ColorFilterSettingsStrategyForeground Class Reference . . . 95
5.64.1 Detailed Description . . . 96
5.65 ColorFilterSettingsStrategyHue Class Reference . . . 96
5.65.1 Detailed Description . . . 97

5.66 ColorFilterSettingsStrategyIntensity Class Reference . . . 97
5.66.1 Detailed Description . . . 97
5.67 ColorFilterSettingsStrategySaturation Class Reference . . . 98
5.67.1 Detailed Description . . . 98
5.68 ColorFilterSettingsStrategyValue Class Reference . . . 98
5.68.1 Detailed Description . . . 99
5.69 ColorFilterStrategyAbstractBase Class Reference . . . 99
5.69.1 Detailed Description . . . 100
5.70 ColorFilterStrategyForeground Class Reference . . . 100
5.70.1 Detailed Description . . . 100
5.71 ColorFilterStrategyHue Class Reference . . . 101
5.71.1 Detailed Description . . . 101
5.72 ColorFilterStrategyIntensity Class Reference . . . 101
5.72.1 Detailed Description . . . 102
5.73 ColorFilterStrategySaturation Class Reference . . . 102
5.73.1 Detailed Description . . . 103
5.74 ColorFilterStrategyValue Class Reference . . . 103
5.74.1 Detailed Description . . . 103
5.75 CoordSystem Class Reference . . . 104
5.75.1 Detailed Description . . . 107
5.75.2 Member Function Documentation . . . 107
5.75.2.1 addPointAxisWithGeneratedIdentifier(const QPointF &posScreen, const QPointF &posGraph, QString &identifier, double ordinal, bool isXOnly) . . . 107
5.75.2.2 addPointAxisWithSpecifiedIdentifier(const QPointF &posScreen, const QPoint↩ F &posGraph, const QString &identifier, double ordinal, bool isXOnly) . . . 107
5.75.2.3 isXOnly(const QString &pointIdentifier) const . . . 108
5.75.2.4 updatePointOrdinals(const Transformation &transformation) . . . 108
5.76 CoordSystemContext Class Reference . . . 108
5.76.1 Detailed Description . . . 112
5.76.2 Member Function Documentation . . . 112
5.76.2.1 addPointAxisWithGeneratedIdentifier(const QPointF &posScreen, const QPointF &posGraph, QString &identifier, double ordinal, bool isXOnly) . . . 112

5.76.2.2 addPointAxisWithSpecifiedIdentifier(const QPointF &posScreen, const QPointF &posGraph, const QString &identifier, double ordinal, bool isXOnly) 112

5.76.2.3 updatePointOrdinals(const Transformation &transformation) 113

5.77 CoordSystemInterface Class Reference 113

5.77.1 Detailed Description 116

5.77.2 Member Function Documentation 116

5.77.2.1 addPointAxisWithGeneratedIdentifier(const QPointF &posScreen, const QPointF &posGraph, QString &identifier, double ordinal, bool isXOnly)=0 116

5.77.2.2 addPointAxisWithSpecifiedIdentifier(const QPointF &posScreen, const QPointF &posGraph, const QString &identifier, double ordinal, bool isXOnly)=0 117

5.77.2.3 updatePointOrdinals(const Transformation &transformation)=0 117

5.78 Correlation Class Reference 117

5.78.1 Detailed Description 118

5.78.2 Member Function Documentation 118

5.78.2.1 correlateWithoutShift(int N, const double function1[], const double function2[], double &corrMax) const 118

5.78.2.2 correlateWithShift(int N, const double function1[], const double function2[], int &binStartMax, double &corrMax, double correlations[]) const 118

5.79 CursorFactory Class Reference 118

5.79.1 Detailed Description 119

5.80 Curve Class Reference 119

5.80.1 Detailed Description 120

5.80.2 Member Function Documentation 120

5.80.2.1 updatePointOrdinals(const Transformation &transformation) 120

5.81 CurveNameList Class Reference 121

5.81.1 Detailed Description 121

5.82 CurveNameListEntry Class Reference 122

5.82.1 Detailed Description 123

5.83 CurveSettingsInt Class Reference 123

5.83.1 Detailed Description 123

5.84 CurvesGraphs Class Reference 124

5.84.1 Detailed Description 125

5.85 CurveStyle Class Reference 125

5.85.1 Detailed Description . . . 126
5.86 CurveStyles Class Reference . . . 126
5.86.1 Detailed Description . . . 127
5.87 DigitizeStateAbstractBase Class Reference . . . 127
5.87.1 Detailed Description . . . 128
5.87.2 Member Function Documentation . . . 129
5.87.2.1 begin(CmdMediator *cmdMediator, DigitizeState previousState)=0 . . . 129
5.88 DigitizeStateAxis Class Reference . . . 129
5.88.1 Detailed Description . . . 130
5.88.2 Member Function Documentation . . . 130
5.88.2.1 begin(CmdMediator *cmdMediator, DigitizeState previousState) . . . 130
5.89 DigitizeStateColorPicker Class Reference . . . 131
5.89.1 Detailed Description . . . 132
5.89.2 Member Function Documentation . . . 132
5.89.2.1 begin(CmdMediator *cmdMediator, DigitizeState previousState) . . . 132
5.90 DigitizeStateContext Class Reference . . . 132
5.90.1 Detailed Description . . . 134
5.91 DigitizeStateCurve Class Reference . . . 134
5.91.1 Detailed Description . . . 135
5.91.2 Member Function Documentation . . . 135
5.91.2.1 begin(CmdMediator *cmdMediator, DigitizeState previousState) . . . 135
5.92 DigitizeStateEmpty Class Reference . . . 135
5.92.1 Detailed Description . . . 136
5.92.2 Member Function Documentation . . . 137
5.92.2.1 begin(CmdMediator *cmdMediator, DigitizeState previousState) . . . 137
5.93 DigitizeStatePointMatch Class Reference . . . 137
5.93.1 Detailed Description . . . 138
5.93.2 Member Function Documentation . . . 138
5.93.2.1 begin(CmdMediator *cmdMediator, DigitizeState previousState) . . . 138
5.94 DigitizeStateSegment Class Reference . . . 139

5.94.1 Detailed Description . . . 140
5.94.2 Member Function Documentation . . . 140
5.94.2.1 begin(CmdMediator *cmdMediator, DigitizeState previousState) . . . 140
5.95 DigitizeStateSelect Class Reference . . . 140
5.95.1 Detailed Description . . . 141
5.95.2 Member Function Documentation . . . 142
5.95.2.1 begin(CmdMediator *cmdMediator, DigitizeState previousState) . . . 142
5.96 DlgAbout Class Reference . . . 142
5.96.1 Detailed Description . . . 142
5.97 DlgEditPointAxis Class Reference . . . 143
5.97.1 Detailed Description . . . 143
5.97.2 Constructor & Destructor Documentation . . . 143
5.97.2.1 DlgEditPointAxis(MainWindow &mainWindow, const DocumentModelCoords &modelCoords, const MainWindowModel &modelMainWindow, const Transformation &transformation, DocumentAxesPointsRequired documentAxesPointsRequired, bool isXOnly=false, const double *xInitialValue=0, const double *yInitialValue=0) . . . 143
5.98 DlgEditPointGraph Class Reference . . . 144
5.98.1 Detailed Description . . . 144
5.98.2 Constructor & Destructor Documentation . . . 144
5.98.2.1 DlgEditPointGraph(MainWindow &mainWindow, const DocumentModelCoords &modelCoords, const MainWindowModel &modelMainWindow, const Transformation &transformation, const double *xInitialValue=0, const double *yInitialValue=0) . . . 144
5.99 DlgEditPointGraphLineEdit Class Reference . . . 145
5.99.1 Detailed Description . . . 145
5.100 DlgErrorReport Class Reference . . . 145
5.100.1 Detailed Description . . . 146
5.101 DlgFilterCommand Class Reference . . . 146
5.101.1 Detailed Description . . . 146
5.102 DlgFilterThread Class Reference . . . 147
5.102.1 Detailed Description . . . 147
5.103 DlgFilterWorker Class Reference . . . 147

5.103.1 Detailed Description . . . 148
5.104 DlgImportAdvanced Class Reference . . . 148
5.104.1 Detailed Description . . . 149
5.105 DlgImportCroppingNonPdf Class Reference . . . 149
5.105.1 Detailed Description . . . 150
5.106 DlgImportCroppingPdf Class Reference . . . 150
5.106.1 Detailed Description . . . 151
5.107 DlgRequiresTransform Class Reference . . . 151
5.107.1 Detailed Description . . . 151
5.108 DlgSettingsAbstractBase Class Reference . . . 152
5.108.1 Detailed Description . . . 153
5.108.2 Member Function Documentation . . . 153
5.108.2.1 enableOk(bool enable) . . . 153
5.109 DlgSettingsAxesChecker Class Reference . . . 154
5.109.1 Detailed Description . . . 154
5.110 DlgSettingsColorFilter Class Reference . . . 155
5.110.1 Detailed Description . . . 156
5.111 DlgSettingsCoords Class Reference . . . 156
5.111.1 Detailed Description . . . 157
5.112 DlgSettingsCurveAddRemove Class Reference . . . 157
5.112.1 Detailed Description . . . 158
5.113 DlgSettingsCurveProperties Class Reference . . . 158
5.113.1 Detailed Description . . . 159
5.114 DlgSettingsDigitizeCurve Class Reference . . . 159
5.114.1 Detailed Description . . . 160
5.115 DlgSettingsExportFormat Class Reference . . . 160
5.115.1 Detailed Description . . . 161
5.116 DlgSettingsGeneral Class Reference . . . 161
5.116.1 Detailed Description . . . 162
5.117 DlgSettingsGridDisplay Class Reference . . . 162

5.117.1 Detailed Description . . . 163
5.118 DlgSettingsGridRemoval Class Reference . . . 163
5.118.1 Detailed Description . . . 164
5.119 DlgSettingsMainWindow Class Reference . . . 164
5.119.1 Detailed Description . . . 165
5.120 DlgSettingsPointMatch Class Reference . . . 165
5.120.1 Detailed Description . . . 166
5.121 DlgSettingsSegments Class Reference . . . 166
5.121.1 Detailed Description . . . 167
5.122 DlgValidatorAbstract Class Reference . . . 167
5.122.1 Detailed Description . . . 167
5.123 DlgValidatorDateTime Class Reference . . . 168
5.123.1 Detailed Description . . . 168
5.124 DlgValidatorDegreesMinutesSeconds Class Reference . . . 168
5.124.1 Detailed Description . . . 169
5.125 DlgValidatorFactory Class Reference . . . 169
5.125.1 Detailed Description . . . 170
5.126 DlgValidatorNumber Class Reference . . . 170
5.126.1 Detailed Description . . . 170
5.127 Document Class Reference . . . 171
5.127.1 Detailed Description . . . 174
5.127.2 Member Function Documentation . . . 174
5.127.2.1 addCoordSystems(unsigned int numberCoordSystemToAdd) . . . 174
5.127.2.2 addPointAxisWithGeneratedIdentifier(const QPointF &posScreen, const QPointF &posGraph, QString &identifier, double ordinal, bool isXOnly) . . . 174
5.127.2.3 addPointAxisWithSpecifiedIdentifier(const QPointF &posScreen, const QPointF &posGraph, const QString &identifier, double ordinal, bool isXOnly) . . . 175
5.127.2.4 setDocumentAxesPointsRequired(DocumentAxesPointsRequired documentAxesPointsRequired) . . . 175
5.127.2.5 updatePointOrdinals(const Transformation &transformation) . . . 175
5.128 DocumentHashGenerator Class Reference . . . 175
5.128.1 Detailed Description . . . 176

5.129 DocumentModelAbstractBase Class Reference . . . 176
5.129.1 Detailed Description . . . 177
5.130 DocumentModelAxesChecker Class Reference . . . 177
5.130.1 Detailed Description . . . 178
5.131 DocumentModelColorFilter Class Reference . . . 178
5.131.1 Detailed Description . . . 180
5.131.2 Member Function Documentation . . . 180
5.131.2.1 high(const QString &curveName) const . . . 180
5.131.2.2 low(const QString &curveName) const . . . 180
5.132 DocumentModelCoords Class Reference . . . 181
5.132.1 Detailed Description . . . 182
5.133 DocumentModelDigitizeCurve Class Reference . . . 182
5.133.1 Detailed Description . . . 183
5.134 DocumentModelExportFormat Class Reference . . . 184
5.134.1 Detailed Description . . . 185
5.135 DocumentModelGeneral Class Reference . . . 185
5.135.1 Detailed Description . . . 186
5.136 DocumentModelGridDisplay Class Reference . . . 186
5.136.1 Detailed Description . . . 188
5.136.2 Member Function Documentation . . . 188
5.136.2.1 stable() const . . . 188
5.137 DocumentModelGridRemoval Class Reference . . . 188
5.137.1 Detailed Description . . . 190
5.137.2 Member Function Documentation . . . 190
5.137.2.1 stable() const . . . 190
5.138 DocumentModelPointMatch Class Reference . . . 191
5.138.1 Detailed Description . . . 192
5.139 DocumentModelSegments Class Reference . . . 192
5.139.1 Detailed Description . . . 193
5.140 ExportAlignLinear Class Reference . . . 193

5.140.1 Detailed Description . . . 194
5.141 ExportAlignLog Class Reference . . . 194
5.141.1 Detailed Description . . . 194
5.142 ExportFileAbstractBase Class Reference . . . 195
5.142.1 Detailed Description . . . 195
5.143 ExportFileFunctions Class Reference . . . 196
5.143.1 Detailed Description . . . 196
5.143.2 Member Function Documentation . . . 196
5.143.2.1 exportToFile(const DocumentModelExportFormat &modelExportOverride, const Document &document, const MainWindowModel &modelMainWindow, const Transformation &transformation, QTextStream &str) const . . . 196
5.144 ExportFileRelations Class Reference . . . 197
5.144.1 Detailed Description . . . 197
5.144.2 Member Function Documentation . . . 197
5.144.2.1 exportToFile(const DocumentModelExportFormat &modelExportOverride, const Document &document, const MainWindowModel &modelMainWindow, const Transformation &transformation, QTextStream &str) const . . . 197
5.145 ExportImageForRegression Class Reference . . . 198
5.145.1 Detailed Description . . . 198
5.146 ExportOrdinalsSmooth Class Reference . . . 198
5.146.1 Detailed Description . . . 199
5.147 ExportOrdinalsStraight Class Reference . . . 199
5.147.1 Detailed Description . . . 199
5.148 ExportToClipboard Class Reference . . . 199
5.148.1 Detailed Description . . . 200
5.148.2 Member Function Documentation . . . 200
5.148.2.1 exportToClipboard(const QStringList &selected, const Transformation &transformation, QTextStream &strCsv, QTextStream &strHtml, const Curve &curveAxis, const CurvesGraphs &curvesGraphsAll, CurvesGraphs &curvesGraphsSelected) const . . . 200
5.149 ExportToFile Class Reference . . . 200
5.149.1 Detailed Description . . . 201
5.149.2 Member Function Documentation . . . 201

5.149.2.1 exportToFile(const DocumentModelExportFormat &modelExport, const Document &document, const MainWindowModel &modelMainWindow, const Transformation &transformation, QTextStream &str) const . . . 201

5.150 ExportXThetaValuesMergedFunctions Class Reference . . . 201

5.150.1 Detailed Description . . . 202

5.151 FileCmdAbstract Class Reference . . . 202

5.151.1 Detailed Description . . . 203

5.152 FileCmdClose Class Reference . . . 203

5.152.1 Detailed Description . . . 204

5.153 FileCmdExport Class Reference . . . 204

5.153.1 Detailed Description . . . 204

5.154 FileCmdFactory Class Reference . . . 205

5.154.1 Detailed Description . . . 205

5.155 FileCmdImport Class Reference . . . 205

5.155.1 Detailed Description . . . 206

5.156 FileCmdOpen Class Reference . . . 206

5.156.1 Detailed Description . . . 206

5.157 FileCmdScript Class Reference . . . 207

5.157.1 Detailed Description . . . 207

5.158 FilterImage Class Reference . . . 207

5.158.1 Detailed Description . . . 208

5.159 FormatCoordsUnits Class Reference . . . 208

5.159.1 Detailed Description . . . 208

5.160 FormatCoordsUnitsStrategyAbstractBase Class Reference . . . 208

5.160.1 Detailed Description . . . 209

5.160.2 Member Function Documentation . . . 209

5.160.2.1 precisionDigitsForRawNumber(double valueUnformatted, double valueUnformattedOther, bool isXTheta, const Transformation &transformation) const . . . 209

5.161 FormatCoordsUnitsStrategyNonPolarTheta Class Reference . . . 209

5.161.1 Detailed Description . . . 210

5.162 FormatCoordsUnitsStrategyPolarTheta Class Reference . . . 210

5.162.1 Detailed Description . . . 211
5.163 FormatDateTime Class Reference . . . 211
5.163.1 Detailed Description . . . 211
5.163.2 Member Function Documentation . . . 211
5.163.2.1 parseInput(CoordUnitsDate coordUnitsDate, CoordUnitsTime coordUnitsTime, const QString &stringUntrimmed, double &value) const . . . 211
5.164 FormatDegreesMinutesSecondsBase Class Reference . . . 212
5.164.1 Detailed Description . . . 212
5.164.2 Member Function Documentation . . . 212
5.164.2.1 parseInput(const QString &stringUntrimmed, double &value) const . . . 212
5.165 FormatDegreesMinutesSecondsNonPolarTheta Class Reference . . . 213
5.165.1 Detailed Description . . . 213
5.166 FormatDegreesMinutesSecondsPolarTheta Class Reference . . . 213
5.166.1 Detailed Description . . . 214
5.167 GeometryModel Class Reference . . . 214
5.167.1 Detailed Description . . . 215
5.168 GeometryStrategyAbstractBase Class Reference . . . 215
5.168.1 Detailed Description . . . 216
5.168.2 Member Function Documentation . . . 216
5.168.2.1 insertSubintervalsAndLoadDistances(int subintervalsPerInterval, const QVector< QPointF > &positionsGraph, QVector< QPointF > &positionsGraphWithSubintervals, QVector< QString > &distanceGraphForward, QVector< QString > &distancePercentForward, QVector< QString > &distanceGraphBackward, QVector< QString > &distancePercentBackward) const . . . 216
5.168.2.2 polygonAreaForSimplyConnected(const QVector< QPointF > &points) const . . . 216
5.169 GeometryStrategyContext Class Reference . . . 216
5.169.1 Detailed Description . . . 217
5.170 GeometryStrategyFunctionSmooth Class Reference . . . 217
5.170.1 Detailed Description . . . 218
5.171 GeometryStrategyFunctionStraight Class Reference . . . 218
5.171.1 Detailed Description . . . 218
5.172 GeometryStrategyRelationSmooth Class Reference . . . 219
5.172.1 Detailed Description . . . 219

5.173 GeometryStrategyRelationStraight Class Reference . . . 219
5.173.1 Detailed Description . . . 220
5.174 GeometryWindow Class Reference . . . 220
5.174.1 Detailed Description . . . 221
5.175 GhostEllipse Class Reference . . . 221
5.175.1 Detailed Description . . . 222
5.176 GhostPath Class Reference . . . 222
5.176.1 Detailed Description . . . 223
5.177 GhostPolygon Class Reference . . . 223
5.177.1 Detailed Description . . . 223
5.178 Ghosts Class Reference . . . 223
5.178.1 Detailed Description . . . 224
5.179 GraphicsArcItem Class Reference . . . 224
5.179.1 Detailed Description . . . 225
5.180 GraphicsItemsExtractor Class Reference . . . 225
5.180.1 Detailed Description . . . 225
5.181 GraphicsLinesForCurve Class Reference . . . 226
5.181.1 Detailed Description . . . 226
5.181.2 Member Function Documentation . . . 227
5.181.2.1 addPoint(const QString &pointIdentifier, double ordinal, GraphicsPoint &point) . . . 227
5.181.2.2 removeTemporaryPointIfExists() . . . 227
5.182 GraphicsLinesForCurves Class Reference . . . 227
5.182.1 Detailed Description . . . 228
5.182.2 Member Function Documentation . . . 228
5.182.2.1 addPoint(const QString &curveName, const QString &pointIdentifier, double ordinal, GraphicsPoint &point) . . . 228
5.182.2.2 removeTemporaryPointIfExists() . . . 228
5.183 GraphicsPoint Class Reference . . . 229
5.183.1 Detailed Description . . . 230
5.184 GraphicsPointAbstractBase Class Reference . . . 230
5.184.1 Detailed Description . . . 230

5.185 GraphicsPointEllipse Class Reference . . . 231
5.185.1 Detailed Description . . . 231
5.186 GraphicsPointFactory Class Reference . . . 232
5.186.1 Detailed Description . . . 232
5.187 GraphicsPointPolygon Class Reference . . . 232
5.187.1 Detailed Description . . . 233
5.188 GraphicsScene Class Reference . . . 233
5.188.1 Detailed Description . . . 234
5.188.2 Member Function Documentation . . . 235
5.188.2.1 removeTemporaryPointIfExists() . . . 235
5.188.2.2 updateAfterCommand(CmdMediator &cmdMediator, double highlightOpacity, GeometryWindow *geometryWindow) . . . 235
5.188.2.3 updateGraphicsLinesToMatchGraphicsPoints(const CurveStyles &modelCurveStyles, const Transformation &transformation) . . . 235
5.189 GraphicsView Class Reference . . . 235
5.189.1 Detailed Description . . . 237
5.190 GridClassifier Class Reference . . . 237
5.190.1 Detailed Description . . . 237
5.191 GridHealer Class Reference . . . 238
5.191.1 Detailed Description . . . 238
5.191.2 Member Function Documentation . . . 238
5.191.2.1 erasePixel(int xCol, int yRow) . . . 238
5.192 GridInitializer Class Reference . . . 238
5.192.1 Detailed Description . . . 239
5.193 GridLine Class Reference . . . 239
5.193.1 Detailed Description . . . 240
5.194 GridLineFactory Class Reference . . . 240
5.194.1 Detailed Description . . . 241
5.194.2 Member Function Documentation . . . 241
5.194.2.1 createGridLine(double xFrom, double yFrom, double xTo, double yTo, const Transformation &transformation) . . . 241
5.195 GridLineLimiter Class Reference . . . 241

5.195.1 Detailed Description . . . 242
5.196 GridLines Class Reference . . . 242
5.196.1 Detailed Description . . . 242
5.197 GridRemoval Class Reference . . . 242
5.197.1 Detailed Description . . . 243
5.198 HelpBrowser Class Reference . . . 243
5.198.1 Detailed Description . . . 243
5.199 HelpWindow Class Reference . . . 244
5.199.1 Detailed Description . . . 244
5.200 ImportCroppingUtilBase Class Reference . . . 244
5.200.1 Detailed Description . . . 245
5.201 ImportCroppingUtilNonPdf Class Reference . . . 245
5.201.1 Detailed Description . . . 246
5.202 ImportCroppingUtilPdf Class Reference . . . 246
5.202.1 Detailed Description . . . 246
5.202.2 Member Function Documentation . . . 247
5.202.2.1 applyImportCropping(bool isRegression, const QString &fileName, ImportCropping importCropping, Poppler::Document *&document) const . . . 247
5.203 Jpeg2000 Class Reference . . . 247
5.203.1 Detailed Description . . . 247
5.204 LineStyle Class Reference . . . 247
5.204.1 Detailed Description . . . 248
5.205 LoadFileInfo Class Reference . . . 249
5.205.1 Detailed Description . . . 249
5.206 LoadImageFromUrl Class Reference . . . 249
5.206.1 Detailed Description . . . 250
5.207 LoggerUpload Class Reference . . . 250
5.207.1 Detailed Description . . . 250
5.207.2 Member Function Documentation . . . 250
5.207.2.1 loggerAssert(const char *condition, const char *file, int line) NO_RETURN_VALUE . . . 250

5.208 MainWindow Class Reference . . . 251
5.208.1 Detailed Description . . . 253
5.208.2 Constructor & Destructor Documentation . . . 253
5.208.2.1 MainWindow(const QString &errorReportFile, const QString &fileCmdScriptFile, bool isRegressionTest, bool isGnuplot, bool isReset, QStringList loadStartupFiles, QWidget *parent=0) . . . 253
5.208.3 Member Function Documentation . . . 253
5.208.3.1 selectOriginal(BackgroundImage backgroundImage) . . . 253
5.208.3.2 updateGraphicsLinesToMatchGraphicsPoints() . . . 253
5.209 MainWindowModel Class Reference . . . 254
5.209.1 Detailed Description . . . 255
5.210 MigrateToVersion6 Class Reference . . . 255
5.210.1 Detailed Description . . . 256
5.211 MimePoints Class Reference . . . 256
5.211.1 Detailed Description . . . 257
5.212 NetworkClient Class Reference . . . 257
5.212.1 Detailed Description . . . 257
5.213 NonPdf Class Reference . . . 258
5.213.1 Detailed Description . . . 258
5.214 NonPdfCropping Class Reference . . . 258
5.214.1 Detailed Description . . . 259
5.215 NonPdfFrameHandle Class Reference . . . 259
5.215.1 Detailed Description . . . 260
5.216 OrdinalGenerator Class Reference . . . 260
5.216.1 Detailed Description . . . 260
5.217 Pdf Class Reference . . . 260
5.217.1 Detailed Description . . . 261
5.218 PdfCropping Class Reference . . . 261
5.218.1 Detailed Description . . . 262
5.219 PdfFrameHandle Class Reference . . . 262
5.219.1 Detailed Description . . . 263

5.220 Point Class Reference . . . 263
5.220.1 Detailed Description . . . 264
5.220.2 Constructor & Destructor Documentation . . . 264
5.220.2.1 Point(const QString &curveName, const QPointF &posScreen) . . . 264
5.220.2.2 Point(const QString &curveName, const QPointF &posScreen, const QPointF &posGraph, bool isXOnly) . . . 265
5.221 PointComparator Struct Reference . . . 265
5.221.1 Detailed Description . . . 265
5.222 PointIdentifiers Class Reference . . . 265
5.222.1 Detailed Description . . . 266
5.222.2 Member Function Documentation . . . 266
5.222.2.1 getKey(int i) const . . . 266
5.223 PointMatchAlgorithm Class Reference . . . 266
5.223.1 Detailed Description . . . 267
5.224 PointMatchPixel Class Reference . . . 267
5.224.1 Detailed Description . . . 268
5.225 PointMatchTriplet Class Reference . . . 268
5.225.1 Detailed Description . . . 268
5.226 PointStyle Class Reference . . . 268
5.226.1 Detailed Description . . . 270
5.227 Segment Class Reference . . . 270
5.227.1 Detailed Description . . . 271
5.227.2 Member Function Documentation . . . 271
5.227.2.1 firstPoint() const . . . 271
5.227.2.2 removeUnneededLines(int *foldedLines) . . . 271
5.228 SegmentFactory Class Reference . . . 271
5.228.1 Detailed Description . . . 272
5.229 SegmentLine Class Reference . . . 272
5.229.1 Detailed Description . . . 273
5.230 SettingsForGraph Class Reference . . . 273
5.230.1 Detailed Description . . . 273

5.231 Spline Class Reference . . . 273
5.231.1 Detailed Description . . . 274
5.231.2 Constructor & Destructor Documentation . . . 274
5.231.2.1 Spline(const std::vector< double > &t, const std::vector< SplinePair > &xy) . . . 274
5.231.3 Member Function Documentation . . . 274
5.231.3.1 findSplinePairForFunctionX(double x, int numIterations) const . . . 274
5.231.3.2 interpolateCoeff(double t) const . . . 275
5.231.3.3 interpolateControlPoints(double t) const . . . 275
5.232 SplineCoeff Class Reference . . . 275
5.232.1 Detailed Description . . . 276
5.233 SplinePair Class Reference . . . 276
5.233.1 Detailed Description . . . 276
5.234 StatusBar Class Reference . . . 277
5.234.1 Detailed Description . . . 277
5.235 TestCorrelation Class Reference . . . 278
5.235.1 Detailed Description . . . 278
5.236 TestFormats Class Reference . . . 278
5.236.1 Detailed Description . . . 279
5.237 TestGraphCoords Class Reference . . . 279
5.237.1 Detailed Description . . . 279
5.238 TestProjectedPoint Class Reference . . . 280
5.238.1 Detailed Description . . . 280
5.239 TestSegmentFill Class Reference . . . 280
5.239.1 Detailed Description . . . 281
5.240 TestSpline Class Reference . . . 281
5.240.1 Detailed Description . . . 281
5.241 TestTransformation Class Reference . . . 282
5.241.1 Detailed Description . . . 282
5.242 TestValidators Class Reference . . . 282
5.242.1 Detailed Description . . . 283

5.243 Transformation Class Reference . . . 283
5.243.1 Detailed Description . . . 284
5.243.2 Member Function Documentation . . . 285
5.243.2.1 calculateTransformFromLinearCartesianPoints(const QPointF &posFrom0, const QPointF &posFrom1, const QPointF &posFrom2, const QPointF &posTo0, const QPointF &posTo1, const QPointF &posTo2) . . . 285
5.244 TransformationStateAbstractBase Class Reference . . . 285
5.244.1 Detailed Description . . . 286
5.245 TransformationStateContext Class Reference . . . 286
5.245.1 Detailed Description . . . 286
5.246 TransformationStateDefined Class Reference . . . 287
5.246.1 Detailed Description . . . 287
5.247 TransformationStateUndefined Class Reference . . . 287
5.247.1 Detailed Description . . . 288
5.248 TranslatorContainer Class Reference . . . 288
5.248.1 Detailed Description . . . 288
5.249 TutorialButton Class Reference . . . 289
5.249.1 Detailed Description . . . 289
5.250 TutorialButtonRect Class Reference . . . 290
5.250.1 Detailed Description . . . 290
5.251 TutorialButtonText Class Reference . . . 290
5.251.1 Detailed Description . . . 291
5.252 TutorialDlg Class Reference . . . 291
5.252.1 Detailed Description . . . 292
5.253 TutorialStateAbstractBase Class Reference . . . 292
5.253.1 Detailed Description . . . 293
5.254 TutorialStateAxisPoints Class Reference . . . 293
5.254.1 Detailed Description . . . 294
5.255 TutorialStateChecklistWizardAbstract Class Reference . . . 294
5.255.1 Detailed Description . . . 295
5.256 TutorialStateChecklistWizardLines Class Reference . . . 295

5.256.1 Detailed Description . . . 296
5.257 TutorialStateChecklistWizardPoints Class Reference . . . 296
5.257.1 Detailed Description . . . 297
5.258 TutorialStateColorFilter Class Reference . . . 297
5.258.1 Detailed Description . . . 298
5.259 TutorialStateContext Class Reference . . . 298
5.259.1 Detailed Description . . . 299
5.259.2 Member Function Documentation . . . 299
5.259.2.1 requestDelayedStateTransition(TutorialState tutorialState) . . . 299
5.259.2.2 requestImmediateStateTransition(TutorialState tutorialState) . . . 299
5.260 TutorialStateCurveSelection Class Reference . . . 299
5.260.1 Detailed Description . . . 300
5.261 TutorialStateCurveType Class Reference . . . 300
5.261.1 Detailed Description . . . 301
5.262 TutorialStateIntroduction Class Reference . . . 301
5.262.1 Detailed Description . . . 302
5.263 TutorialStatePointMatch Class Reference . . . 302
5.263.1 Detailed Description . . . 303
5.264 TutorialStateSegmentFill Class Reference . . . 303
5.264.1 Detailed Description . . . 304
5.265 ViewPointStyle Class Reference . . . 304
5.265.1 Detailed Description . . . 305
5.266 ViewPreview Class Reference . . . 305
5.266.1 Detailed Description . . . 306
5.267 ViewProfile Class Reference . . . 306
5.267.1 Detailed Description . . . 306
5.268 ViewProfileDivider Class Reference . . . 307
5.268.1 Detailed Description . . . 307
5.269 ViewProfileScale Class Reference . . . 308
5.269.1 Detailed Description . . . 308
5.270 ViewSegmentFilter Class Reference . . . 308
5.270.1 Detailed Description . . . 309

6 File Documentation **311**

6.1 Callback/CallbackSearchReturn.h File Reference . . . 311
6.1.1 Detailed Description . . . 311
6.1.2 Enumeration Type Documentation . . . 311
6.1.2.1 CallbackSearchReturn . . . 311

Index **313**

Chapter 1

Engauge Digitizer II

The Engauge Digitizer II application quickly extracts numeric data from images containing graphs with curves and two axes drawn. Converting an image into data may be described as doing the opposite of graphing - which converts numeric data into graph images.

For users

Major features added since version Engauge Digitizer 5.2 include:

- Sub-pixel point placement increases accuracy
- Undo/redo makes recovering from mistakes easy
- Easier and more powerful zooming
- Improved drag-and-drop
- Wizard provides an interactive tutorial to explain the basic steps
- Wizard creates a checklist guide to interactively leads user through steps from file import to file export
- MSI installer for Windows operating system

For developers

Engauge Digitizer Version 2 uses the new `Qt5` library, rather than the old `Qt3` library used by Version 1. The Qt3 library is disappearing from most operating systems, but Qt5 should be available for many years.

The code takes advantage of some powerful open source toolkits:

- **`CCCC`** provides important metrics to identify possible problem areas (run docccc in src directory)
- **`Doxygen`** documents all C++ classes (run doxygen in src directory)
- **`FFTW`** provides a fast-fourier transform (FFT) for faster image processing, especially cross-correlations
- **`Log4cpp`** provides configurable logging
- **`OpenJPEG`** supports JPEG2000 images on systems without support for that format

The code is architected with some important design patterns:

- **Command pattern** provides Undo/Redo using commands and a command stack, and also provides robust data transfer between threads using commands and a FIFO command queue
- **Factory pattern** generates points with the details encapsulated in the factory class
- **Functor pattern** provides efficient processing of Curve and Point data from outside the Document class, without violating encapsulation of performed by generic iteration through the Curves with functors
- **Model/View pattern** separates graphical object management in the GraphicsScene, and graphical presentation and interaction in the GraphicsView. Delegates, representing the document, interact with the Model and View
- **State pattern** isolates each digitizing mode into one state, with a context class acting as a container and single class for interfacing across the state machine boundary
- **Strategy pattern** encapsulates code chunks when the chunk to be used depends on the current context

Code development has been moved from sourceforge.net to github.com, and Doxygen documentation has been added.

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

BackgroundStateAbstractBase . . . 33
- BackgroundStateCurve . . . 36
- BackgroundStateNone . . . 37
- BackgroundStateOriginal . . . 38
- BackgroundStateUnloaded . . . 39

BackgroundStateContext . . . 34
CallbackAddPointsInCurvesGraphs . . . 40
CallbackAxesCheckerFromAxesPoints . . . 40
CallbackAxisPointsAbstract . . . 41
- CallbackCheckAddPointAxis . . . 43
- CallbackCheckEditPointAxis . . . 44
- CallbackUpdateTransform . . . 48

CallbackBoundingRects . . . 43
CallbackDocumentHash . . . 45
CallbackGatherXThetaValuesFunctions . . . 45
CallbackNextOrdinal . . . 46
CallbackPointOrdinal . . . 46
CallbackRemovePointsInCurvesGraphs . . . 47
CallbackSceneUpdateAfterCommand . . . 48
Checker . . . 49
CmdFactory . . . 68
ColorFilter . . . 90
ColorFilterEntry . . . 91
ColorFilterHistogram . . . 91
ColorFilterSettings . . . 92
ColorFilterSettingsStrategyAbstractBase . . . 95
- ColorFilterSettingsStrategyForeground . . . 95
- ColorFilterSettingsStrategyHue . . . 96
- ColorFilterSettingsStrategyIntensity . . . 97
- ColorFilterSettingsStrategySaturation . . . 98
- ColorFilterSettingsStrategyValue . . . 98

ColorFilterStrategyAbstractBase . . . 99
- ColorFilterStrategyForeground . . . 100
- ColorFilterStrategyHue . . . 101

ColorFilterStrategyIntensity . . . 101
ColorFilterStrategySaturation . . . 102
ColorFilterStrategyValue . . . 103
CoordSystemInterface . . . 113
CoordSystem . . . 104
CoordSystemContext . . . 108
Correlation . . . 117
CursorFactory . . . 118
Curve . . . 119
CurveNameListEntry . . . 122
CurveSettingsInt . . . 123
CurvesGraphs . . . 124
CurveStyle . . . 125
CurveStyles . . . 126
DigitizeStateAbstractBase . . . 127
DigitizeStateAxis . . . 129
DigitizeStateColorPicker . . . 131
DigitizeStateCurve . . . 134
DigitizeStateEmpty . . . 135
DigitizeStatePointMatch . . . 137
DigitizeStateSegment . . . 139
DigitizeStateSelect . . . 140
DlgFilterCommand . . . 146
DlgValidatorFactory . . . 169
Document . . . 171
DocumentHashGenerator . . . 175
DocumentModelAbstractBase . . . 176
DocumentModelAxesChecker . . . 177
DocumentModelColorFilter . . . 178
DocumentModelCoords . . . 181
DocumentModelDigitizeCurve . . . 182
DocumentModelExportFormat . . . 184
DocumentModelGeneral . . . 185
DocumentModelGridDisplay . . . 186
DocumentModelGridRemoval . . . 188
DocumentModelPointMatch . . . 191
DocumentModelSegments . . . 192
MainWindowModel . . . 254
ExportAlignLinear . . . 193
ExportAlignLog . . . 194
ExportFileAbstractBase . . . 195
ExportFileFunctions . . . 196
ExportFileRelations . . . 197
ExportImageForRegression . . . 198
ExportOrdinalsSmooth . . . 198
ExportOrdinalsStraight . . . 199
ExportToClipboard . . . 199
ExportToFile . . . 200
ExportXThetaValuesMergedFunctions . . . 201
FileCmdAbstract . . . 202
FileCmdClose . . . 203
FileCmdExport . . . 204
FileCmdImport . . . 205
FileCmdOpen . . . 206
FileCmdFactory . . . 205
FileCmdScript . . . 207
FilterImage . . . 207

FormatCoordsUnits . . . 208
FormatCoordsUnitsStrategyAbstractBase . . . 208
FormatCoordsUnitsStrategyNonPolarTheta . . . 209
FormatCoordsUnitsStrategyPolarTheta . . . 210
FormatDateTime . . . 211
FormatDegreesMinutesSecondsBase . . . 212
FormatDegreesMinutesSecondsNonPolarTheta . . . 213
FormatDegreesMinutesSecondsPolarTheta . . . 213
GeometryStrategyAbstractBase . . . 215
GeometryStrategyFunctionSmooth . . . 217
GeometryStrategyFunctionStraight . . . 218
GeometryStrategyRelationSmooth . . . 219
GeometryStrategyRelationStraight . . . 219
GeometryStrategyContext . . . 216
GhostEllipse . . . 221
GhostPath . . . 222
GhostPolygon . . . 223
Ghosts . . . 223
GraphicsItemsExtractor . . . 225
GraphicsLinesForCurves . . . 227
GraphicsPointAbstractBase . . . 230
GraphicsPoint . . . 229
GraphicsPointFactory . . . 232
GridClassifier . . . 237
GridHealer . . . 238
GridInitializer . . . 238
GridLine . . . 239
GridLineFactory . . . 240
GridLineLimiter . . . 241
GridLines . . . 242
GridRemoval . . . 242
ImportCroppingUtilBase . . . 244
ImportCroppingUtilNonPdf . . . 245
ImportCroppingUtilPdf . . . 246
Jpeg2000 . . . 247
LineStyle . . . 247
LoadFileInfo . . . 249
LoggerUpload . . . 250
MigrateToVersion6 . . . 255
NonPdf . . . 258
NonPdfCropping . . . 258
OrdinalGenerator . . . 260
Pdf . . . 260
PdfCropping . . . 261
Point . . . 263
PointComparator . . . 265
PointIdentifiers . . . 265
PointMatchAlgorithm . . . 266
PointMatchPixel . . . 267
PointMatchTriplet . . . 268
PointStyle . . . 268
QAbstractTableModel
CurveNameList . . . 121
QDialog
DlgEditPointAxis . . . 143
DlgEditPointGraph . . . 144
DlgErrorReport . . . 145

DlgImportCroppingNonPdf . . . 149
DlgImportCroppingPdf . . . 150
DlgSettingsAbstractBase . . . 152
DlgImportAdvanced . . . 148
DlgSettingsAxesChecker . . . 154
DlgSettingsColorFilter . . . 155
DlgSettingsCoords . . . 156
DlgSettingsCurveAddRemove . . . 157
DlgSettingsCurveProperties . . . 158
DlgSettingsDigitizeCurve . . . 159
DlgSettingsExportFormat . . . 160
DlgSettingsGeneral . . . 161
DlgSettingsGridDisplay . . . 162
DlgSettingsGridRemoval . . . 163
DlgSettingsMainWindow . . . 164
DlgSettingsPointMatch . . . 165
DlgSettingsSegments . . . 166
TutorialDlg . . . 291
QDockWidget
ChecklistGuide . . . 51
GeometryWindow . . . 220
HelpWindow . . . 244
QDoubleValidator
DlgValidatorAbstract . . . 167
DlgValidatorDateTime . . . 168
DlgValidatorDegreesMinutesSeconds . . . 168
DlgValidatorNumber . . . 170
QGraphicsEllipseItem
GraphicsArcItem . . . 224
GraphicsPointEllipse . . . 231
QGraphicsLineItem
SegmentLine . . . 272
QGraphicsPathItem
GraphicsLinesForCurve . . . 226
QGraphicsPolygonItem
GraphicsPointPolygon . . . 232
QGraphicsRectItem
NonPdfFrameHandle . . . 259
PdfFrameHandle . . . 262
TutorialButtonRect . . . 290
ViewProfileDivider . . . 307
QGraphicsScene
GraphicsScene . . . 233
QGraphicsTextItem
TutorialButtonText . . . 290
QGraphicsView
GraphicsView . . . 235
ViewPreview . . . 305
ViewProfile . . . 306
QLabel
ViewPointStyle . . . 304
ViewProfileScale . . . 308
ViewSegmentFilter . . . 308
QLineEdit
ChecklistLineEdit . . . 56
DlgEditPointGraphLineEdit . . . 145
QMainWindow
MainWindow . . . 251

QMessageBox
DlgAbout . . . 142
DlgRequiresTransform . . . 151
QMimeData
MimePoints . . . 256
QNetworkAccessManager
NetworkClient . . . 257
QObject
CmdStackShadow . . . 88
DigitizeStateContext . . . 132
DigitizeStateSegment . . . 139
DlgFilterWorker . . . 147
GraphicsPointEllipse . . . 231
GraphicsPointPolygon . . . 232
LoadImageFromUrl . . . 249
Segment . . . 270
SegmentLine . . . 272
StatusBar . . . 277
TestCorrelation . . . 278
TestFormats . . . 278
TestGraphCoords . . . 279
TestProjectedPoint . . . 280
TestSegmentFill . . . 280
TestSpline . . . 281
TestTransformation . . . 282
TestValidators . . . 282
TransformationStateDefined . . . 287
TutorialButton . . . 289
TutorialStateAbstractBase . . . 292
TutorialStateAxisPoints . . . 293
TutorialStateChecklistWizardAbstract . . . 294
TutorialStateChecklistWizardLines . . . 295
TutorialStateChecklistWizardPoints . . . 296
TutorialStateColorFilter . . . 297
TutorialStateCurveSelection . . . 299
TutorialStateCurveType . . . 300
TutorialStateIntroduction . . . 301
TutorialStatePointMatch . . . 302
TutorialStateSegmentFill . . . 303
TutorialStateContext . . . 298
ViewProfileDivider . . . 307
QStandardItemModel
GeometryModel . . . 214
QTextBrowser
ChecklistGuideBrowser . . . 52
HelpBrowser . . . 243
QThread
DlgFilterThread . . . 147
QUndoCommand
CmdAbstract . . . 57
CmdCopy . . . 63
CmdPointChangeBase . . . 72
CmdAddPointAxis . . . 60
CmdAddPointGraph . . . 61
CmdAddPointsGraph . . . 62
CmdCut . . . 64
CmdDelete . . . 65
CmdEditPointAxis . . . 66

CmdEditPointGraph . . . 67
CmdMoveBy . . . 70
CmdPaste . . . 71
CmdRedoForTest . . . 74
CmdSelectCoordSystem . . . 75
CmdSettingsAxesChecker . . . 76
CmdSettingsColorFilter . . . 77
CmdSettingsCoords . . . 78
CmdSettingsCurveAddRemove . . . 79
CmdSettingsCurveProperties . . . 80
CmdSettingsDigitizeCurve . . . 81
CmdSettingsExportFormat . . . 82
CmdSettingsGeneral . . . 83
CmdSettingsGridDisplay . . . 84
CmdSettingsGridRemoval . . . 85
CmdSettingsPointMatch . . . 86
CmdSettingsSegments . . . 87
CmdUndoForTest . . . 89
QUndoStack
CmdMediator . . . 68
QWizard
ChecklistGuideWizard . . . 56
QWizardPage
ChecklistGuidePage . . . 52
ChecklistGuidePageConclusion . . . 53
ChecklistGuidePageCurves . . . 54
ChecklistGuidePageIntro . . . 55
SegmentFactory . . . 271
SettingsForGraph . . . 273
Spline . . . 273
SplineCoeff . . . 275
SplinePair . . . 276
Transformation . . . 283
TransformationStateAbstractBase . . . 285
TransformationStateDefined . . . 287
TransformationStateUndefined . . . 287
TransformationStateContext . . . 286
TranslatorContainer . . . 288

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

BackgroundStateAbstractBase
: Background image state machine state base class . . . 33

BackgroundStateContext
: Context class that manages the background image state machine . . . 34

BackgroundStateCurve
: Background image state for showing filter image from current curve . . . 36

BackgroundStateNone
: Background image state for showing no image . . . 37

BackgroundStateOriginal
: Background image state for showing original (=unfiltered) image . . . 38

BackgroundStateUnloaded
: Background image state for interval between startup and loading of the image . . . 39

CallbackAddPointsInCurvesGraphs
: Callback that is used when iterating through a read-only CurvesGraphs to add corresponding points in Document . . . 40

CallbackAxesCheckerFromAxesPoints
: Callback for positioning the axes indicator according to the axes points . . . 40

CallbackAxisPointsAbstract
: Callback for collecting axis points and then performing common calculations on those axis points 41

CallbackBoundingRects
: Callback for computing the bounding rectangles of the screen and graph coordinates of the points in the Document . . . 43

CallbackCheckAddPointAxis
: Callback for sanity checking the screen and graph coordinates of an axis point, before it is added to the axes curve . . . 43

CallbackCheckEditPointAxis
: Callback for sanity checking the screen and graph coordinates of an axis point that is in the axes curve, before changing its graph coordinates . . . 44

CallbackDocumentHash
: Callback for DocumentHash value for a Document . . . 45

CallbackGatherXThetaValuesFunctions
: Callback for collecting X/Theta independent variables, for functions, in preparation for exporting 45

CallbackNextOrdinal
: Callback for computing the next ordinal for a new point . . . 46

CallbackPointOrdinal
Callback for computing the ordinal for a specified point, as a function of the LineStyle and curve geometry . . . 46
CallbackRemovePointsInCurvesGraphs
Callback that is used when iterating through a read-only CurvesGraphs to remove corresponding points in Document . . . 47
CallbackSceneUpdateAfterCommand
Callback for updating the QGraphicsItems in the scene after a command may have modified Points in Curves . . . 48
CallbackUpdateTransform
Callback for collecting axis points and then calculating the current transform from those axis points . . . 48
Checker
Box shape that is drawn through the three axis points, to temporarily (usually) or permanently (rarely) highlight the local up/down/left/right directions when all axis points have been defined . . . 49
ChecklistGuide
Dockable text window containing checklist guide . . . 51
ChecklistGuideBrowser
Class that adds rudimentary tree collapse/expand functionality to QTextBrowser . . . 52
ChecklistGuidePage
This class customizes QWizardPage for ChecklistGuideWizard . . . 52
ChecklistGuidePageConclusion
This class uses the validation method of the Conclusion page to perform final processing for ChecklistGuideWizard . . . 53
ChecklistGuidePageCurves
This class adds validation to the Curves page . . . 54
ChecklistGuidePageIntro
This class sets up the introduction page . . . 55
ChecklistGuideWizard
Wizard for setting up the checklist guide . . . 56
ChecklistLineEdit
Adds key event handling to QLineEdit . . . 56
CmdAbstract
Wrapper around QUndoCommand. This simplifies the more complicated feature set of QUndo↩ Command . . . 57
CmdAddPointAxis
Command for adding one axis point . . . 60
CmdAddPointGraph
Command for adding one graph point . . . 61
CmdAddPointsGraph
Command for adding one or more graph points. This is for Segment Fill mode . . . 62
CmdCopy
Command for moving all selected Points by a specified translation . . . 63
CmdCut
Command for cutting all selected Points . . . 64
CmdDelete
Command for deleting all selected Points . . . 65
CmdEditPointAxis
Command for editing the graph coordinates one axis point . . . 66
CmdEditPointGraph
Command for editing the graph coordinates of one or more graph points . . . 67
CmdFactory
Factory for CmdAbstractBase objects . . . 68
CmdMediator
Command queue stack . . . 68
CmdMoveBy
Command for moving all selected Points by a specified translation . . . 70

CmdPaste
Command for moving all selected Points by a specified translation . . . 71
CmdPointChangeBase
Base class for CmdBase leaf subclasses that involve point additions, deletions and/or modifications . . . 72
CmdRedoForTest
Command for performing Redo during testing . . . 74
CmdSelectCoordSystem
Command for changing the currently selected CoordSystem . . . 75
CmdSettingsAxesChecker
Command for DlgSettingsAxesChecker . . . 76
CmdSettingsColorFilter
Command for DlgSettingsColorFilter . . . 77
CmdSettingsCoords
Command for DlgSettingsCoords . . . 78
CmdSettingsCurveAddRemove
Command for DlgSettingsCurveAddRemove . . . 79
CmdSettingsCurveProperties
Command for DlgSettingsCurveProperties . . . 80
CmdSettingsDigitizeCurve
Command for DlgSettingsDigitizeCurve . . . 81
CmdSettingsExportFormat
Command for DlgSettingsExportFormat . . . 82
CmdSettingsGeneral
Command for DlgSettingsGeneral . . . 83
CmdSettingsGridDisplay
Command for DlgSettingsGridDisplay . . . 84
CmdSettingsGridRemoval
Command for DlgSettingsGridRemoval . . . 85
CmdSettingsPointMatch
Command for DlgSettingsPointMatch . . . 86
CmdSettingsSegments
Command for DlgSettingsSegments . . . 87
CmdStackShadow
Command stack that shadows the CmdMediator command stack at startup when reading commands from an error report file . . . 88
CmdUndoForTest
Command for performing Undo during testing . . . 89
ColorFilter
Class for filtering image to remove unimportant information . . . 90
ColorFilterEntry
Helper class so ColorFilter class can compute the background color . . . 91
ColorFilterHistogram
Class that generates a histogram according to the current filter . . . 91
ColorFilterSettings
Color filter parameters for one curve. For a class, this is handled the same as LineStyle and PointStyle . . . 92
ColorFilterSettingsStrategyAbstractBase
Base class for strategy pattern whose subclasses process the different color filter settings modes (one strategy per mode) . . . 95
ColorFilterSettingsStrategyForeground
Leaf class for foreground strategy for ColorFilterSettings . . . 95
ColorFilterSettingsStrategyHue
Leaf class for hue strategy for ColorFilterSettings . . . 96
ColorFilterSettingsStrategyIntensity
Leaf class for intensity strategy for ColorFilterSettings . . . 97
ColorFilterSettingsStrategySaturation
Leaf class for saturation strategy for ColorFilterSettings . . . 98

ColorFilterSettingsStrategyValue
Leaf class for value strategy for ColorFilterSettings . . . 98
ColorFilterStrategyAbstractBase
Base class for strategy pattern whose subclasses process the different color filter settings modes (one strategy per mode) . . . 99
ColorFilterStrategyForeground
Leaf class for foreground strategy for ColorFilter . . . 100
ColorFilterStrategyHue
Leaf class for hue strategy for ColorFilter . . . 101
ColorFilterStrategyIntensity
Leaf class for intensity strategy for ColorFilter . . . 101
ColorFilterStrategySaturation
Leaf class for saturation strategy for ColorFilter . . . 102
ColorFilterStrategyValue
Leaf class for value strategy for ColorFilter . . . 103
CoordSystem
Storage of data belonging to one coordinate system . . . 104
CoordSystemContext
This class plays the role of context class in a state machine, although the 'states' are actually different instantiations of the CoordSystem class . . . 108
CoordSystemInterface
Interface common to CoordSystemContext and CoordSystem classes . . . 113
Correlation
Fast cross correlation between two functions . . . 117
CursorFactory
Create standard cross cursor, or custom cursor, according to settings . . . 118
Curve
Container for one set of digitized Points . . . 119
CurveNameList
Model for DlgSettingsCurveAddRemove and CmdSettingsCurveAddRemove . . . 121
CurveNameListEntry
Utility class for converting the QVariant in CurveNameList to/from the curve names as QStrings, for use by the CurveNameList model class . . . 122
CurveSettingsInt
Internal settings for one curve, such as LineStyle, PointStyle and CurveFilter . . . 123
CurvesGraphs
Container for all graph curves. The axes point curve is external to this class . . . 124
CurveStyle
Container for LineStyle and PointStyle for one Curve . . . 125
CurveStyles
Model for DlgSettingsCurveProperties and CmdSettingsCurveProperties . . . 126
DigitizeStateAbstractBase
Base class for all digitizing states. This serves as an interface to DigitizeStateContext . . . 127
DigitizeStateAxis
Digitizing state for digitizing one axis point at a time . . . 129
DigitizeStateColorPicker
Digitizing state for selecting a color for DigitizeStateSegment . . . 131
DigitizeStateContext
Container for all DigitizeStateAbstractBase subclasses. This functions as the context class in a standard state machine implementation . . . 132
DigitizeStateCurve
Digitizing state for creating Curve Points, one at a time . . . 134
DigitizeStateEmpty
Digitizing state before a Document has been created. In this state, the cursor is Qt::ArrowCursor 135
DigitizeStatePointMatch
Digitizing state for matching Curve Points, one at a time . . . 137
DigitizeStateSegment
Digitizing state for creating multiple Points along a highlighted segment . . . 139

DigitizeStateSelect
Digitizing state for selecting one or more Points in the Document . . . 140
DlgAbout
About Engauge dialog. This provides a hidden shortcut for triggering ENGAUGE_ASSERT . . 142
DlgEditPointAxis
Dialog box for editing the information of one axis point . . . 143
DlgEditPointGraph
Dialog box for editing the information of one or more points . . . 144
DlgEditPointGraphLineEdit
Adds hover highlighting to QLineEdit . . . 145
DlgErrorReport
Dialog for sending error report . . . 145
DlgFilterCommand
Command pattern object for receiving new parameters in DlgFilterWorker from GUI thread . . 146
DlgFilterThread
Class for processing new filter settings. This is based on http://blog.debao.↩me/2013/08/how-to-use-qthread-in-the-right-way-part-1/ . . . 147
DlgFilterWorker
Class for processing new filter settings. This is based on http://blog.debao.↩me/2013/08/how-to-use-qworker-in-the-right-way-part-1/ . . . 147
DlgImportAdvanced
Dialog for setting the advanced parameters in a newly imported Document . . . 148
DlgImportCroppingNonPdf
Dialog for selecting a page and frame on that page when importing an image from a non-pdf file 149
DlgImportCroppingPdf
Dialog for selecting a page and frame on that page when importing an image from a pdf file . . 150
DlgRequiresTransform
Dialog to be displayed whenever some operation or processing cannot be performed since the axis points are not defined . . . 151
DlgSettingsAbstractBase
Abstract base class for all Settings dialogs . . . 152
DlgSettingsAxesChecker
Dialog for editing axes checker settings . . . 154
DlgSettingsColorFilter
Dialog for editing filtering settings . . . 155
DlgSettingsCoords
Dialog for editing coordinates settings . . . 156
DlgSettingsCurveAddRemove
Dialog for editing curve names settings . . . 157
DlgSettingsCurveProperties
Dialog for editing curve properties settings . . . 158
DlgSettingsDigitizeCurve
Dialog for editing DigitizeStateCurve settings . . . 159
DlgSettingsExportFormat
Dialog for editing exporting settings . . . 160
DlgSettingsGeneral
Dialog for editing general settings . . . 161
DlgSettingsGridDisplay
Dialog for editing grid display settings . . . 162
DlgSettingsGridRemoval
Dialog for editing grid removal settings . . . 163
DlgSettingsMainWindow
Dialog for editing main window settings, which are entirely independent of all documents . . . 164
DlgSettingsPointMatch
Dialog for editing point match settings, for DigitizeStatePointMatch . . . 165
DlgSettingsSegments
Dialog for editing Segments settings, for DigitizeStateSegment . . . 166

DlgValidatorAbstract
Abstract validator for all numeric formats . . . 167
DlgValidatorDateTime
Validator for numeric value expressed as date and/or time . . . 168
DlgValidatorDegreesMinutesSeconds
Validator for angles in real degrees, integer degrees and real minutes, or integer degrees with integer minutes with real seconds . . . 168
DlgValidatorFactory
Validator factory . . . 169
DlgValidatorNumber
Validator for generic (=simple) numbers . . . 170
Document
Storage of one imported image and the data attached to that image . . . 171
DocumentHashGenerator
Generates a DocumentHash value representing the state of the entire Document . . . 175
DocumentModelAbstractBase
Abstract base class for document models. This class enforces a common interface for the leaf subclasses . . . 176
DocumentModelAxesChecker
Model for DlgSettingsAxesChecker and CmdSettingsAxesChecker . . . 177
DocumentModelColorFilter
Model for DlgSettingsColorFilter and CmdSettingsColorFilter . . . 178
DocumentModelCoords
Model for DlgSettingsCoords and CmdSettingsCoords . . . 181
DocumentModelDigitizeCurve
Model for DlgSettingsDigitizeCurve and CmdSettingsDigitizeCurve . . . 182
DocumentModelExportFormat
Model for DlgSettingsExportFormat and CmdSettingsExportFormat . . . 184
DocumentModelGeneral
Model for DlgSettingsGeneral and CmdSettingsGeneral . . . 185
DocumentModelGridDisplay
Model for DlgSettingsGridDisplay and CmdSettingsGridDisplay . . . 186
DocumentModelGridRemoval
Model for DlgSettingsGridRemoval and CmdSettingsGridRemoval. The settings are unstable until the user approves . . . 188
DocumentModelPointMatch
Model for DlgSettingsPointMatch and CmdSettingsPointMatch . . . 191
DocumentModelSegments
Model for DlgSettingsSegments and CmdSettingsSegments . . . 192
ExportAlignLinear
Pick first simplest x value between specified min and max, for linear scaling . . . 193
ExportAlignLog
Pick first simplest x value between specified min and max, for log scaling . . . 194
ExportFileAbstractBase
Strategy base class for exporting to a file. This class provides common methods . . . 195
ExportFileFunctions
Strategy class for exporting to a file. This strategy is external to the Document class so that class is simpler . . . 196
ExportFileRelations
Strategy class for exporting to a file. This strategy is external to the Document class so that class is simpler . . . 197
ExportImageForRegression
Class for exporting during regression, when the Transformation has not yet been defined . . . 198
ExportOrdinalsSmooth
Utility class to interpolate points spaced evenly along a piecewise defined curve with fitted spline 198
ExportOrdinalsStraight
Utility class to interpolate points spaced evenly along a piecewise defined curve with line segments between points . . . 199

ExportToClipboard
Strategy class for exporting to the clipboard. This strategy is external to the Document class so that class is simpler . . . 199
ExportToFile
Strategy class for exporting to a file. This strategy is external to the Document class so that class is simpler . . . 200
ExportXThetaValuesMergedFunctions
Creates the set of merged x/theta values for exporting functions, using interpolation . . . 201
FileCmdAbstract
Base class for 'file commands' that are used specifically for regression testing of file import/open/export features . . . 202
FileCmdClose
Command for closing a file . . . 203
FileCmdExport
Command for exporting a file . . . 204
FileCmdFactory
Factory that creates FileCmds from a file cmd script file, in xml format . . . 205
FileCmdImport
Command for importing a file . . . 205
FileCmdOpen
Command for opening a file . . . 206
FileCmdScript
File that manages a command stack for regression testing of file import/open/export/close . . . 207
FilterImage
Filters an image using a combination of color filtering and grid removal . . . 207
FormatCoordsUnits
Highest-level wrapper around other Formats classes . . . 208
FormatCoordsUnitsStrategyAbstractBase
Common methods for formatting strategies . . . 208
FormatCoordsUnitsStrategyNonPolarTheta
Format conversions between unformatted and formatted for CoordUnitsNonPolarTheta . . . 209
FormatCoordsUnitsStrategyPolarTheta
Format conversions between unformatted and formatted for CoordUnitsStrategyPolarTheta . . . 210
FormatDateTime
Input parsing and output formatting for date/time values . . . 211
FormatDegreesMinutesSecondsBase
Common input parsing and output formatting for degrees/minutes/seconds values . . . 212
FormatDegreesMinutesSecondsNonPolarTheta
Angular units according to CoordUnitsNonPolarTheta . . . 213
FormatDegreesMinutesSecondsPolarTheta
Angular units according to CoordUnitsPolarTheta . . . 213
GeometryModel
Model that adds row highlighting according to the currently select point identifier . . . 214
GeometryStrategyAbstractBase
Base class for all geometry strategies . . . 215
GeometryStrategyContext
Class for that manages geometry strategies . . . 216
GeometryStrategyFunctionSmooth
Calculate for line through the points that is smoothly connected as a function . . . 217
GeometryStrategyFunctionStraight
Calculate for line through the points that is straightly connected as a function . . . 218
GeometryStrategyRelationSmooth
Calculate for line through the points that is smoothly connected as a relation . . . 219
GeometryStrategyRelationStraight
Calculate for line through the points that is straightly connected as a relation . . . 219
GeometryWindow
Window that displays the geometry information, as a table, for the current curve . . . 220

GhostEllipse
Ghost for a QGraphicsEllipseItem . . . 221
GhostPath
Ghost for a QGraphicsPathItem . . . 222
GhostPolygon
Ghost for a QGraphicsPolygonItem . . . 223
Ghosts
Class for showing points and lines for all coordinate systems simultaneously, even though the code normally only allows graphical items for once coordinate system to be visible at a time . . . 223
GraphicsArcItem
Draw an arc as an ellipse but without lines from the center to the start and end points . . . 224
GraphicsItemsExtractor
This class consolidates utility routines that deal with graphics items that are getting extracted from the scene . . . 225
GraphicsLinesForCurve
This class stores the GraphicsLine objects for one Curve . . . 226
GraphicsLinesForCurves
This class stores the GraphicsLinesForCurves objects, one per Curve . . . 227
GraphicsPoint
Graphics item for drawing a circular or polygonal Point . . . 229
GraphicsPointAbstractBase
Base class for adding identifiers to graphics items that represent Points . . . 230
GraphicsPointEllipse
This class add event handling to QGraphicsEllipseItem . . . 231
GraphicsPointFactory
Factor for generating GraphicsPointAbstractBase class objects . . . 232
GraphicsPointPolygon
This class add event handling to QGraphicsPolygonItem . . . 232
GraphicsScene
Add point and line handling to generic QGraphicsScene . . . 233
GraphicsView
QGraphicsView class with event handling added. Typically the events are sent to the active digitizing state . . . 235
GridClassifier
Classify the grid pattern in an original image . . . 237
GridHealer
Class that 'heals' the curves after grid lines have been removed . . . 238
GridInitializer
This class initializes the count, start, step and stop parameters for one coordinate (either x/theta or y/range) . . . 238
GridLine
Single grid line drawn a straight or curved line . . . 239
GridLineFactory
Factory class for generating the points, composed of QGraphicsItem objects, along a GridLine 240
GridLineLimiter
Limit the number of grid lines so a bad combination of start/step/stop value will not lead to extremely long delays when the step size is much too small for the start/stop values . . . 241
GridLines
Container class for GridLine objects . . . 242
GridRemoval
Strategy class for grid removal . . . 242
HelpBrowser
Text browser with resource loading enhanced for use as help text browser . . . 243
HelpWindow
Dockable help window . . . 244
ImportCroppingUtilBase
Utility class for import cropping options . . . 244

ImportCroppingUtilNonPdf
Import of non-pdf files . . . 245
ImportCroppingUtilPdf
Import of pdf files . . . 246
Jpeg2000
Wrapper around OpenJPEG library, in C, for opening jpeg2000 files . . . 247
LineStyle
Details for a specific Line . . . 247
LoadFileInfo
Returns information about files . . . 249
LoadImageFromUrl
Load QImage from url. This is trivial for a file, but requires an asynchronous download step for http urls . . . 249
LoggerUpload
Upload logging information to website for developer support . . . 250
MainWindow
Main window consisting of menu, graphics scene, status bar and optional toolbars as a Single Document Interface . . . 251
MainWindowModel
Model for DlgSettingsMainWindow . . . 254
MigrateToVersion6
Converts old (=pre version 6) enums to new (=version 6) enums, for reading of old document files 255
MimePoints
Custom mime type for separate treatment of graph coordinates and, when there is no transform, points coordinates . . . 256
NetworkClient
Client for interacting with Engauge server . . . 257
NonPdf
Wrapper around the QImage class for read and importing non-PDF files . . . 258
NonPdfCropping
This class shows a frame around the selected portion of the import preview window . . . 258
NonPdfFrameHandle
This class acts as a single handle for the NonPdfCropping class . . . 259
OrdinalGenerator
Utility class for generating ordinal numbers . . . 260
Pdf
Wrapper around the Poppler library . . . 260
PdfCropping
This class shows a frame around the selected portion of the pdf import preview window . . . 261
PdfFrameHandle
This class acts as a single handle for the PdfCropping class . . . 262
Point
Class that represents one digitized point. The screen-to-graph coordinate transformation is always external to this class . . . 263
PointComparator
Comparator for sorting Point class . . . 265
PointIdentifiers
Hash table class that tracks point identifiers as the key, with a corresponding boolean value . . . 265
PointMatchAlgorithm
Algorithm returning a list of points that match the specified point . . . 266
PointMatchPixel
Single on or off pixel out of the pixels that define the point match mode's candidate point . . . 267
PointMatchTriplet
Representation of one matched point as produced from the point match algorithm . . . 268
PointStyle
Details for a specific Point . . . 268
Segment
Selectable piecewise-defined line that follows a filtered line in the image . . . 270

SegmentFactory
Factory class for Segment objects . . . 271
SegmentLine
This class is a special case of the standard QGraphicsLineItem for segments . . . 272
SettingsForGraph
Manage storage and retrieval of the settings for the curves . . . 273
Spline
Cubic interpolation given independent and dependent value vectors . . . 273
SplineCoeff
Four element vector of a,b,c,d coefficients and the associated x value, for one interval of a set of piecewise-defined intervals . . . 275
SplinePair
Single X/Y pair for cubic spline interpolation initialization and calculations . . . 276
StatusBar
Wrapper around QStatusBar to manage permanent widgets . . . 277
TestCorrelation
Unit tests of fast correlation algorithm . . . 278
TestFormats
Unit tests of formats . . . 278
TestGraphCoords
Unit tests of graph coordinate sanity checking . . . 279
TestProjectedPoint
Unit test of spline library . . . 280
TestSegmentFill
Unit test of segment fill feature . . . 280
TestSpline
Unit test of spline library . . . 281
TestTransformation
Unit test of transformation class. Checking mostly involves verifying forward/reverse are inverses of each other . . . 282
TestValidators
Unit tests of validators . . . 282
Transformation
Affine transformation between screen and graph coordinates, based on digitized axis points . . . 283
TransformationStateAbstractBase
Base class for all transformation states. This serves as an interface to TransformationStateContext . . . 285
TransformationStateContext
Context class for transformation state machine . . . 286
TransformationStateDefined
Class to show transformation since transformation is defined . . . 287
TransformationStateUndefined
Class to not show transformation since transformation is undefined . . . 287
TranslatorContainer
Class that stores QTranslator objects for the duration of application execution . . . 288
TutorialButton
Show a button with text for clicking ion. The button is implemented using layering of two graphics items (text and rectangle) . . . 289
TutorialButtonRect
This class customizes QGraphicsRectItem so it performs a callback after a mouse event . . . 290
TutorialButtonText
This class customizes QGraphicsTextItem so it performs a callback after a mouse event . . . 290
TutorialDlg
Tutorial using a strategy like a comic strip with decision points deciding which panels appear . . . 291
TutorialStateAbstractBase
One state manages one panel of the tutorial . . . 292
TutorialStateAxisPoints
Axis points panel discusses axis point digitization . . . 293

TutorialStateChecklistWizardAbstract
Abstract class that supports checklist wizard panels . . . 294
TutorialStateChecklistWizardLines
Checklist wizard panel for lines discusses the checklist wizard, and returns to TRANSITION_↩
STATE_SEGMENT_FILL . . . 295
TutorialStateChecklistWizardPoints
Checklist wizard panel for points discusses the checklist wizard, and returns to TRANSITION↩
_STATE_POINT_MATCH . . . 296
TutorialStateColorFilter
Color filter panel discusses the curve-specific color filtering . . . 297
TutorialStateContext
Context class for tutorial state machine . . . 298
TutorialStateCurveSelection
Curve selection panel discusses how to select a curve, and perform setup on the selected curve 299
TutorialStateCurveType
Curve type state/panel lets user select the curve type (lines or points) . . . 300
TutorialStateIntroduction
Introduction state/panel is the first panel the user sees . . . 301
TutorialStatePointMatch
Point match panel discusses the matching of points in curves without lines . . . 302
TutorialStateSegmentFill
Segment fill panel discusses the digitization of points along curve lines . . . 303
ViewPointStyle
Class that displays a view of the current Curve's point style . . . 304
ViewPreview
Class that modifies QGraphicsView to automatically expand/shrink the view to fit the window, after resize events . . . 305
ViewProfile
Class that modifies QGraphicsView to present a two-dimensional profile, with movable dividers for selecting a range . . . 306
ViewProfileDivider
Divider that can be dragged, in a dialog QGraphicsView . . . 307
ViewProfileScale
Linear horizontal scale, with the spectrum reflecting the active filter parameter . . . 308
ViewSegmentFilter
Class that displays the current Segment Filter in a MainWindow toolbar . . . 308

Chapter 4

File Index

4.1 File List

Here is a list of all documented files with brief descriptions:

Background/**BackgroundImage.cpp** . . . . . **??**
Background/**BackgroundImage.h** . . . . . **??**
Background/**BackgroundStateAbstractBase.cpp** . . . . . **??**
Background/**BackgroundStateAbstractBase.h** . . . . . **??**
Background/**BackgroundStateContext.cpp** . . . . . **??**
Background/**BackgroundStateContext.h** . . . . . **??**
Background/**BackgroundStateCurve.cpp** . . . . . **??**
Background/**BackgroundStateCurve.h** . . . . . **??**
Background/**BackgroundStateNone.cpp** . . . . . **??**
Background/**BackgroundStateNone.h** . . . . . **??**
Background/**BackgroundStateOriginal.cpp** . . . . . **??**
Background/**BackgroundStateOriginal.h** . . . . . **??**
Background/**BackgroundStateUnloaded.cpp** . . . . . **??**
Background/**BackgroundStateUnloaded.h** . . . . . **??**
Callback/**CallbackAddPointsInCurvesGraphs.cpp** . . . . . **??**
Callback/**CallbackAddPointsInCurvesGraphs.h** . . . . . **??**
Callback/**CallbackAxesCheckerFromAxesPoints.cpp** . . . . . **??**
Callback/**CallbackAxesCheckerFromAxesPoints.h** . . . . . **??**
Callback/**CallbackAxisPointsAbstract.cpp** . . . . . **??**
Callback/**CallbackAxisPointsAbstract.h** . . . . . **??**
Callback/**CallbackBoundingRects.cpp** . . . . . **??**
Callback/**CallbackBoundingRects.h** . . . . . **??**
Callback/**CallbackCheckAddPointAxis.cpp** . . . . . **??**
Callback/**CallbackCheckAddPointAxis.h** . . . . . **??**
Callback/**CallbackCheckEditPointAxis.cpp** . . . . . **??**
Callback/**CallbackCheckEditPointAxis.h** . . . . . **??**
Callback/**CallbackDocumentHash.cpp** . . . . . **??**
Callback/**CallbackDocumentHash.h** . . . . . **??**
Callback/**CallbackGatherXThetaValuesFunctions.cpp** . . . . . **??**
Callback/**CallbackGatherXThetaValuesFunctions.h** . . . . . **??**
Callback/**CallbackNextOrdinal.cpp** . . . . . **??**
Callback/**CallbackNextOrdinal.h** . . . . . **??**
Callback/**CallbackPointOrdinal.cpp** . . . . . **??**
Callback/**CallbackPointOrdinal.h** . . . . . **??**
Callback/**CallbackRemovePointsInCurvesGraphs.cpp** . . . . . **??**

Callback/**CallbackRemovePointsInCurvesGraphs.h** . . . ??
Callback/**CallbackSceneUpdateAfterCommand.cpp** . . . ??
Callback/**CallbackSceneUpdateAfterCommand.h** . . . ??
Callback/CallbackSearchReturn.h . . . 311
Callback/**CallbackUpdateTransform.cpp** . . . ??
Callback/**CallbackUpdateTransform.h** . . . ??
Checker/**Checker.cpp** . . . ??
Checker/**Checker.h** . . . ??
Checker/**CheckerMode.cpp** . . . ??
Checker/**CheckerMode.h** . . . ??
Checklist/**ChecklistGuide.cpp** . . . ??
Checklist/**ChecklistGuide.h** . . . ??
Checklist/**ChecklistGuideBrowser.cpp** . . . ??
Checklist/**ChecklistGuideBrowser.h** . . . ??
Checklist/**ChecklistGuidePage.cpp** . . . ??
Checklist/**ChecklistGuidePage.h** . . . ??
Checklist/**ChecklistGuidePageConclusion.cpp** . . . ??
Checklist/**ChecklistGuidePageConclusion.h** . . . ??
Checklist/**ChecklistGuidePageCurves.cpp** . . . ??
Checklist/**ChecklistGuidePageCurves.h** . . . ??
Checklist/**ChecklistGuidePageIntro.cpp** . . . ??
Checklist/**ChecklistGuidePageIntro.h** . . . ??
Checklist/**ChecklistGuideWizard.cpp** . . . ??
Checklist/**ChecklistGuideWizard.h** . . . ??
Checklist/**ChecklistLineEdit.cpp** . . . ??
Checklist/**ChecklistLineEdit.h** . . . ??
Checklist/**ChecklistTemplate.cpp** . . . ??
Checklist/**ChecklistTemplate.h** . . . ??
Cmd/**CmdAbstract.cpp** . . . ??
Cmd/**CmdAbstract.h** . . . ??
Cmd/**CmdAddPointAxis.cpp** . . . ??
Cmd/**CmdAddPointAxis.h** . . . ??
Cmd/**CmdAddPointGraph.cpp** . . . ??
Cmd/**CmdAddPointGraph.h** . . . ??
Cmd/**CmdAddPointsGraph.cpp** . . . ??
Cmd/**CmdAddPointsGraph.h** . . . ??
Cmd/**CmdCopy.cpp** . . . ??
Cmd/**CmdCopy.h** . . . ??
Cmd/**CmdCut.cpp** . . . ??
Cmd/**CmdCut.h** . . . ??
Cmd/**CmdDelete.cpp** . . . ??
Cmd/**CmdDelete.h** . . . ??
Cmd/**CmdEditPointAxis.cpp** . . . ??
Cmd/**CmdEditPointAxis.h** . . . ??
Cmd/**CmdEditPointGraph.cpp** . . . ??
Cmd/**CmdEditPointGraph.h** . . . ??
Cmd/**CmdFactory.cpp** . . . ??
Cmd/**CmdFactory.h** . . . ??
Cmd/**CmdMediator.cpp** . . . ??
Cmd/**CmdMediator.h** . . . ??
Cmd/**CmdMoveBy.cpp** . . . ??
Cmd/**CmdMoveBy.h** . . . ??
Cmd/**CmdPaste.cpp** . . . ??
Cmd/**CmdPaste.h** . . . ??
Cmd/**CmdPointChangeBase.cpp** . . . ??
Cmd/**CmdPointChangeBase.h** . . . ??
Cmd/**CmdRedoForTest.cpp** . . . ??
Cmd/**CmdRedoForTest.h** . . . ??

Cmd/**CmdSelectCoordSystem.cpp** . . . ??
Cmd/**CmdSelectCoordSystem.h** . . . ??
Cmd/**CmdSettingsAxesChecker.cpp** . . . ??
Cmd/**CmdSettingsAxesChecker.h** . . . ??
Cmd/**CmdSettingsColorFilter.cpp** . . . ??
Cmd/**CmdSettingsColorFilter.h** . . . ??
Cmd/**CmdSettingsCoords.cpp** . . . ??
Cmd/**CmdSettingsCoords.h** . . . ??
Cmd/**CmdSettingsCurveAddRemove.cpp** . . . ??
Cmd/**CmdSettingsCurveAddRemove.h** . . . ??
Cmd/**CmdSettingsCurveProperties.cpp** . . . ??
Cmd/**CmdSettingsCurveProperties.h** . . . ??
Cmd/**CmdSettingsDigitizeCurve.cpp** . . . ??
Cmd/**CmdSettingsDigitizeCurve.h** . . . ??
Cmd/**CmdSettingsExportFormat.cpp** . . . ??
Cmd/**CmdSettingsExportFormat.h** . . . ??
Cmd/**CmdSettingsGeneral.cpp** . . . ??
Cmd/**CmdSettingsGeneral.h** . . . ??
Cmd/**CmdSettingsGridDisplay.cpp** . . . ??
Cmd/**CmdSettingsGridDisplay.h** . . . ??
Cmd/**CmdSettingsGridRemoval.cpp** . . . ??
Cmd/**CmdSettingsGridRemoval.h** . . . ??
Cmd/**CmdSettingsPointMatch.cpp** . . . ??
Cmd/**CmdSettingsPointMatch.h** . . . ??
Cmd/**CmdSettingsSegments.cpp** . . . ??
Cmd/**CmdSettingsSegments.h** . . . ??
Cmd/**CmdStackShadow.cpp** . . . ??
Cmd/**CmdStackShadow.h** . . . ??
Cmd/**CmdUndoForTest.cpp** . . . ??
Cmd/**CmdUndoForTest.h** . . . ??
Color/**ColorConstants.h** . . . ??
Color/**ColorFilter.cpp** . . . ??
Color/**ColorFilter.h** . . . ??
Color/**ColorFilterEntry.h** . . . ??
Color/**ColorFilterHistogram.cpp** . . . ??
Color/**ColorFilterHistogram.h** . . . ??
Color/**ColorFilterMode.cpp** . . . ??
Color/**ColorFilterMode.h** . . . ??
Color/**ColorFilterSettings.cpp** . . . ??
Color/**ColorFilterSettings.h** . . . ??
Color/**ColorFilterSettingsStrategyAbstractBase.cpp** . . . ??
Color/**ColorFilterSettingsStrategyAbstractBase.h** . . . ??
Color/**ColorFilterSettingsStrategyForeground.cpp** . . . ??
Color/**ColorFilterSettingsStrategyForeground.h** . . . ??
Color/**ColorFilterSettingsStrategyHue.cpp** . . . ??
Color/**ColorFilterSettingsStrategyHue.h** . . . ??
Color/**ColorFilterSettingsStrategyIntensity.cpp** . . . ??
Color/**ColorFilterSettingsStrategyIntensity.h** . . . ??
Color/**ColorFilterSettingsStrategySaturation.cpp** . . . ??
Color/**ColorFilterSettingsStrategySaturation.h** . . . ??
Color/**ColorFilterSettingsStrategyValue.cpp** . . . ??
Color/**ColorFilterSettingsStrategyValue.h** . . . ??
Color/**ColorFilterStrategyAbstractBase.cpp** . . . ??
Color/**ColorFilterStrategyAbstractBase.h** . . . ??
Color/**ColorFilterStrategyForeground.cpp** . . . ??
Color/**ColorFilterStrategyForeground.h** . . . ??
Color/**ColorFilterStrategyHue.cpp** . . . ??
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Zoom/**ZoomFactorInitial.h** . . . . . **??**
Zoom/**ZoomLabels.cpp** . . . . . **??**
Zoom/**ZoomLabels.h** . . . . . **??**

Chapter 5

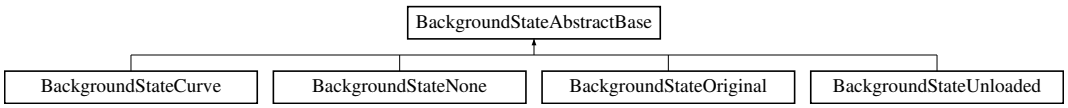
Class Documentation

5.1 BackgroundStateAbstractBase Class Reference

Background image state machine state base class.

`#include <BackgroundStateAbstractBase.h>`

Inheritance diagram for BackgroundStateAbstractBase:



Public Member Functions

- BackgroundStateAbstractBase (BackgroundStateContext &context, GraphicsScene &scene)

  Single constructor.
- virtual void begin ()=0

  Method that is called at the exact moment a state is entered. Typically called just after end for the previous state.
- BackgroundStateContext & context ()

  Reference to the BackgroundStateContext that contains all the BackgroundStateAbstractBase subclasses, without const.
- const BackgroundStateContext & context () const

  Reference to the BackgroundStateContext that contains all the BackgroundStateAbstractBase subclasses, without const.
- virtual void end ()=0

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void fitInView (GraphicsView &view)=0

  Zoom so background fills the window.
- QImage image () const

  Image for the current state.
- QGraphicsPixmapItem & imageItem () const

  Graphics image item for the current state.
- GraphicsScene & scene ()

  Reference to the GraphicsScene, without const.

- const GraphicsScene & scene () const

  Reference to the GraphicsScene, without const.
- virtual void setCurveSelected (const Transformation &transformation, const DocumentModelGridRemoval &modelGridRemoval, const DocumentModelColorFilter &colorFilter, const QString &curveSelected)=0

  Update the currently selected curve name.
- virtual void setPixmap (const Transformation &transformation, const DocumentModelGridRemoval &model↩ GridRemoval, const DocumentModelColorFilter &modelColorFilter, const QPixmap &pixmap, const QString &curveSelected)=0

  Update the image for this state, after the leaf class processes it appropriately.
- virtual QString state () const =0

  State name for debugging.
- virtual void updateColorFilter (const Transformation &transformation, const DocumentModelGridRemoval &modelGridRemoval, const DocumentModelColorFilter &modelColorFilter, const QString &curveSelected)=0

  Apply color filter settings.

Protected Member Functions

- void setImageVisible (bool visible)

  Show/hide background image.
- void setProcessedPixmap (const QPixmap &pixmap)

  Save the image for this state after it has been processed by the leaf class.

5.1.1 Detailed Description

Background image state machine state base class.

Definition at line 30 of file BackgroundStateAbstractBase.h.

The documentation for this class was generated from the following files:

- Background/BackgroundStateAbstractBase.h
- Background/BackgroundStateAbstractBase.cpp

5.2 BackgroundStateContext Class Reference

Context class that manages the background image state machine.

`#include <BackgroundStateContext.h>`

Public Member Functions

- BackgroundStateContext (MainWindow &mainWindow)

  Single constructor.
- void close ()

  Open Document is being closed so remove the background.
- void fitInView (GraphicsView &view)

  Zoom so background fills the window.
- QImage imageForCurveState () const

  Image for the Curve state, even if the current state is different.
- void requestStateTransition (BackgroundState backgroundState)

  Initiate state transition to be performed later, when BackgroundState is off the stack.
- void setBackgroundImage (BackgroundImage backgroundImage)

  Transition to the specified state. This method is used by classes outside of the state machine to trigger transitions.
- void setCurveSelected (const Transformation &transformation, const DocumentModelGridRemoval &modelGridRemoval, const DocumentModelColorFilter &modelColorFilter, const QString &curveSelected)

  Update the selected curve.
- void setPixmap (const Transformation &transformation, const DocumentModelGridRemoval &modelGridRemoval, const DocumentModelColorFilter &modelColorFilter, const QPixmap &pixmapOriginal, const QString &curveSelected)

  Update the images of all states, rather than just the current state.
- void updateColorFilter (const Transformation &transformation, const DocumentModelGridRemoval &modelGridRemoval, const DocumentModelColorFilter &colorFilter, const QString &curveSelected)

  Apply color filter settings.

5.2.1 Detailed Description

Context class that manages the background image state machine.

Overall strategy is that changing the currently selected curve should not affect the background image if the original image is being shown, or no image is being shown. However, if the curve-specific color filter image is being shown, then it should be replaced by the filtered image specific to the new curve.

Other considerations are that the processing should be robust in terms of ordering of the following incoming events:

1. State transitions
2. Setting of the background image
3. Setting of the currently selected curve name

Definition at line 32 of file BackgroundStateContext.h.

5.2.2 Member Function Documentation

5.2.2.1 void BackgroundStateContext::setCurveSelected (const Transformation & *transformation,* const DocumentModelGridRemoval & *modelGridRemoval,* const DocumentModelColorFilter & *modelColorFilter,* const QString & *curveSelected*)

Update the selected curve.

Although this probably affects only the BACKGROUND_STATE_CURVE state, we will forward it to all states (consistent with setPixmap)

Definition at line 129 of file BackgroundStateContext.cpp.

The documentation for this class was generated from the following files:

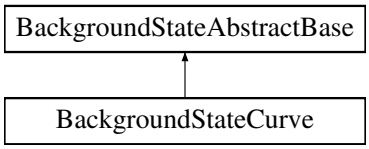
- Background/BackgroundStateContext.h
- Background/BackgroundStateContext.cpp

5.3 BackgroundStateCurve Class Reference

Background image state for showing filter image from current curve.

`#include <BackgroundStateCurve.h>`

Inheritance diagram for BackgroundStateCurve:



Public Member Functions

- BackgroundStateCurve (BackgroundStateContext &context, GraphicsScene &scene)

  Single constructor.
- virtual void begin ()

  Method that is called at the exact moment a state is entered. Typically called just after end for the previous state.
- virtual void end ()

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void fitInView (GraphicsView &view)

  Zoom so background fills the window.
- virtual void setCurveSelected (const Transformation &transformation, const DocumentModelGridRemoval &modelGridRemoval, const DocumentModelColorFilter &colorFilter, const QString &curveSelected)

  Update the currently selected curve name.
- virtual void setPixmap (const Transformation &transformation, const DocumentModelGridRemoval &model↩GridRemoval, const DocumentModelColorFilter &modelColorFilter, const QPixmap &pixmapOriginal, const QString &curveSelected)

  Update the image for this state, after the leaf class processes it appropriately.
- virtual QString state () const

  State name for debugging.
- virtual void updateColorFilter (const Transformation &transformation, const DocumentModelGridRemoval &modelGridRemoval, const DocumentModelColorFilter &colorFilter, const QString &curveSelected)

  Apply color filter settings.

Additional Inherited Members

5.3.1 Detailed Description

Background image state for showing filter image from current curve.

Definition at line 13 of file BackgroundStateCurve.h.

The documentation for this class was generated from the following files:

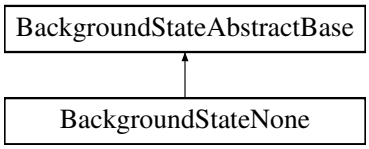
- Background/BackgroundStateCurve.h
- Background/BackgroundStateCurve.cpp

5.4 BackgroundStateNone Class Reference

Background image state for showing no image.

`#include <BackgroundStateNone.h>`

Inheritance diagram for BackgroundStateNone:



Public Member Functions

- BackgroundStateNone (BackgroundStateContext &context, GraphicsScene &scene)

  Single constructor.
- virtual void begin ()

  Method that is called at the exact moment a state is entered. Typically called just after end for the previous state.
- virtual void end ()

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void fitInView (GraphicsView &view)

  Zoom so background fills the window.
- virtual void setCurveSelected (const Transformation &transformation, const DocumentModelGridRemoval &modelGridRemoval, const DocumentModelColorFilter &colorFilter, const QString &curveSelected)

  Update the currently selected curve name.
- virtual void setPixmap (const Transformation &transformation, const DocumentModelGridRemoval &model↩ GridRemoval, const DocumentModelColorFilter &modelColorFilter, const QPixmap &pixmap, const QString &curveSelected)

  Update the image for this state, after the leaf class processes it appropriately.
- virtual QString state () const

  State name for debugging.
- virtual void updateColorFilter (const Transformation &transformation, const DocumentModelGridRemoval &modelGridRemoval, const DocumentModelColorFilter &colorFilter, const QString &curveSelected)

  Apply color filter settings.

Additional Inherited Members

5.4.1 Detailed Description

Background image state for showing no image.

Definition at line 13 of file BackgroundStateNone.h.

The documentation for this class was generated from the following files:

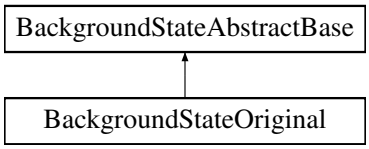
- Background/BackgroundStateNone.h
- Background/BackgroundStateNone.cpp

5.5 BackgroundStateOriginal Class Reference

Background image state for showing original (=unfiltered) image.

`#include <BackgroundStateOriginal.h>`

Inheritance diagram for BackgroundStateOriginal:



Public Member Functions

- BackgroundStateOriginal (BackgroundStateContext &context, GraphicsScene &scene)

  Single constructor.
- virtual void begin ()

  Method that is called at the exact moment a state is entered. Typically called just after end for the previous state.
- virtual void end ()

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void fitInView (GraphicsView &view)

  Zoom so background fills the window.
- virtual void setCurveSelected (const Transformation &transformation, const DocumentModelGridRemoval &modelGridRemoval, const DocumentModelColorFilter &colorFilter, const QString &curveSelected)

  Update the currently selected curve name.
- virtual void setPixmap (const Transformation &transformation, const DocumentModelGridRemoval &model↩ GridRemoval, const DocumentModelColorFilter &modelColorFilter, const QPixmap &pixmap, const QString &curveSelected)

  Update the image for this state, after the leaf class processes it appropriately.
- virtual QString state () const

  State name for debugging.
- virtual void updateColorFilter (const Transformation &transformation, const DocumentModelGridRemoval &modelGridRemoval, const DocumentModelColorFilter &colorFilter, const QString &curveSelected)

  Apply color filter settings.

Additional Inherited Members

5.5.1 Detailed Description

Background image state for showing original (=unfiltered) image.

Definition at line 13 of file BackgroundStateOriginal.h.

The documentation for this class was generated from the following files:

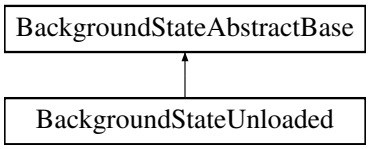
- Background/BackgroundStateOriginal.h
- Background/BackgroundStateOriginal.cpp

5.6 BackgroundStateUnloaded Class Reference

Background image state for interval between startup and loading of the image.

`#include <BackgroundStateUnloaded.h>`

Inheritance diagram for BackgroundStateUnloaded:



Public Member Functions

- BackgroundStateUnloaded (BackgroundStateContext &context, GraphicsScene &scene)

  Single constructor.
- virtual void begin ()

  Method that is called at the exact moment a state is entered. Typically called just after end for the previous state.
- virtual void end ()

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void fitInView (GraphicsView &view)

  Zoom so background fills the window.
- virtual void setCurveSelected (const Transformation &transformation, const DocumentModelGridRemoval &modelGridRemoval, const DocumentModelColorFilter &colorFilter, const QString &curveSelected)

  Update the currently selected curve name.
- virtual void setPixmap (const Transformation &transformation, const DocumentModelGridRemoval &model↩ GridRemoval, const DocumentModelColorFilter &modelColorFilter, const QPixmap &pixmap, const QString &curveSelected)

  Update the image for this state, after the leaf class processes it appropriately.
- virtual QString state () const

  State name for debugging.
- virtual void updateColorFilter (const Transformation &transformation, const DocumentModelGridRemoval &modelGridRemoval, const DocumentModelColorFilter &colorFilter, const QString &curveSelected)

  Apply color filter settings.

Additional Inherited Members

5.6.1 Detailed Description

Background image state for interval between startup and loading of the image.

Definition at line 13 of file BackgroundStateUnloaded.h.

The documentation for this class was generated from the following files:

- Background/BackgroundStateUnloaded.h
- Background/BackgroundStateUnloaded.cpp

5.7 CallbackAddPointsInCurvesGraphs Class Reference

Callback that is used when iterating through a read-only CurvesGraphs to add corresponding points in Document.

`#include <CallbackAddPointsInCurvesGraphs.h>`

Public Member Functions

- CallbackAddPointsInCurvesGraphs (CoordSystem &coordSystem)
  Single constructor.
- CallbackSearchReturn callback (const QString &curveName, const Point &point)
  Callback method.

5.7.1 Detailed Description

Callback that is used when iterating through a read-only CurvesGraphs to add corresponding points in Document.

Definition at line 17 of file CallbackAddPointsInCurvesGraphs.h.

The documentation for this class was generated from the following files:

- Callback/CallbackAddPointsInCurvesGraphs.h
- Callback/CallbackAddPointsInCurvesGraphs.cpp

5.8 CallbackAxesCheckerFromAxesPoints Class Reference

Callback for positioning the axes indicator according to the axes points.

`#include <CallbackAxesCheckerFromAxesPoints.h>`

Public Member Functions

- CallbackAxesCheckerFromAxesPoints ()
  Single constructor.
- CallbackSearchReturn callback (const QString &curveName, const Point &point)
  Callback method.
- Points points () const
  Return the collected points as a polygon, in screen coordinates.

5.8.1 Detailed Description

Callback for positioning the axes indicator according to the axes points.

Definition at line 17 of file CallbackAxesCheckerFromAxesPoints.h.

The documentation for this class was generated from the following files:

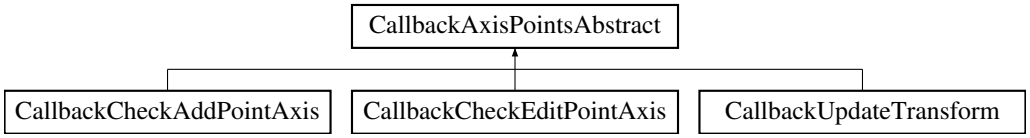
- Callback/CallbackAxesCheckerFromAxesPoints.h
- Callback/CallbackAxesCheckerFromAxesPoints.cpp

5.9 CallbackAxisPointsAbstract Class Reference

Callback for collecting axis points and then performing common calculations on those axis points.

`#include <CallbackAxisPointsAbstract.h>`

Inheritance diagram for CallbackAxisPointsAbstract:



Public Member Functions

- CallbackAxisPointsAbstract (const DocumentModelCoords &modelCoords, DocumentAxesPointsRequired documentAxesPointsRequired)

  Constructor for when all of the existing axis points are to be processed as is.
- CallbackAxisPointsAbstract (const DocumentModelCoords &modelCoords, const QString pointIdentifier↩ Override, const QPointF &posGraphOverride, const QPointF &posScreenOverride, DocumentAxesPoints↩ Required documentAxesPointsRequired)

  Constructor for when the data for one of the existing axis points is to be locally overwritten.
- CallbackSearchReturn callback (const QString &curveName, const Point &point)

  Callback method.
- QTransform matrixGraph () const

  Returns graph coordinates matrix after transformIsDefined has already indicated success.
- QTransform matrixScreen () const

  Returns screen coordinates matrix after transformIsDefined has already indicated success.
- double xGraphRange () const

  Return the range of the x graph coordinate from low to high, after the transform is defined.
- double yGraphRange () const

  Return the range of the y graph coordinate from low to high, after the transform is defined.

Protected Member Functions

- DocumentAxesPointsRequired documentAxesPointsRequired () const

  Number of axes points required for the transformation.
- QString errorMessage () const

  This value is checked after iterating to see what was wrong if the axis data was incorrect.
- bool isError () const

  This value is checked after iterating to see if the axis data is correct.
- unsigned int numberAxisPoints () const

  Number of axis points which is less than 3 if the axes curve is incomplete.

Friends

- class TestGraphCoords

  For unit testing.

5.9.1 Detailed Description

Callback for collecting axis points and then performing common calculations on those axis points.

This class collects 3x3 matrix G which contains columns of graph coordinates, and 3x3 matrix S which contains columns of screen coordinates. Although it goes almost as far as solving (G) = (T) (S) for the transformation T, that is left for the Transformation class. This class does, however, do the sanity checking (like for collinear points) so the gui can provide immediate feedback to the user well before the Transformation class gets involved

This class is versatile. The cases are:

1. Use all existing axis points, and then the subclass can effectively append one more point to check if that additional point would violate any constraints (prior to adding the point)
2. Use all existing axis points, but override the details of one existing axis point to see if those details violate any constraint (prior to editing the point)
3. Use all existing axis points as is. This is for computing the transformation after axis points are added/edited

Definition at line 35 of file CallbackAxisPointsAbstract.h.

5.9.2 Member Function Documentation

5.9.2.1 bool CallbackAxisPointsAbstract::isError ( ) const [inline], [protected]

This value is checked after iterating to see if the axis data is correct.

The error state does NOT include the case when there are not enough axis points

Definition at line 80 of file CallbackAxisPointsAbstract.h.

5.9.2.2 QTransform CallbackAxisPointsAbstract::matrixGraph ( ) const

Returns graph coordinates matrix after transformIsDefined has already indicated success.

Since QMatrix is deprecated the results are returned as QTransform

Definition at line 366 of file CallbackAxisPointsAbstract.cpp.

5.9.2.3 QTransform CallbackAxisPointsAbstract::matrixScreen ( ) const

Returns screen coordinates matrix after transformIsDefined has already indicated success.

Since QMatrix is deprecated the results are returned as QTransform

Definition at line 371 of file CallbackAxisPointsAbstract.cpp.

The documentation for this class was generated from the following files:

- Callback/CallbackAxisPointsAbstract.h
- Callback/CallbackAxisPointsAbstract.cpp

5.10 CallbackBoundingRects Class Reference

Callback for computing the bounding rectangles of the screen and graph coordinates of the points in the Document.

`#include <CallbackBoundingRects.h>`

Public Member Functions

- CallbackBoundingRects (const Transformation &transformation)
  Single constructor.
- QRectF boundingRectGraph (bool &isEmpty) const
  Graph coordinate bounding rectangle.
- QRectF boundingRectScreen (bool &isEmpty) const
  Screen coordinate bounding rectangle.
- CallbackSearchReturn callback (const QString &curveName, const Point &point)
  Callback method.

5.10.1 Detailed Description

Callback for computing the bounding rectangles of the screen and graph coordinates of the points in the Document.

Definition at line 19 of file CallbackBoundingRects.h.

The documentation for this class was generated from the following files:

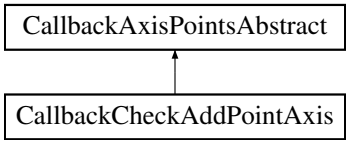
- Callback/CallbackBoundingRects.h
- Callback/CallbackBoundingRects.cpp

5.11 CallbackCheckAddPointAxis Class Reference

Callback for sanity checking the screen and graph coordinates of an axis point, before it is added to the axes curve.

`#include <CallbackCheckAddPointAxis.h>`

Inheritance diagram for CallbackCheckAddPointAxis:



Public Member Functions

- CallbackCheckAddPointAxis (const DocumentModelCoords &modelCoords, const QPointF &posScreen, const QPointF &posGraph, DocumentAxesPointsRequired documentAxesPointsRequired, bool isXOnly)
  Single constructor.
- bool isError () const
  True if an error occurred during iteration.
- QString errorMessage () const
  Error message that explains the problem indicated by isError.

Additional Inherited Members

5.11.1 Detailed Description

Callback for sanity checking the screen and graph coordinates of an axis point, before it is added to the axes curve.

Definition at line 18 of file CallbackCheckAddPointAxis.h.

The documentation for this class was generated from the following files:

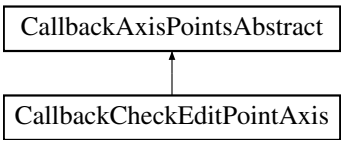
- Callback/CallbackCheckAddPointAxis.h
- Callback/CallbackCheckAddPointAxis.cpp

5.12 CallbackCheckEditPointAxis Class Reference

Callback for sanity checking the screen and graph coordinates of an axis point that is in the axes curve, before changing its graph coordinates.

`#include <CallbackCheckEditPointAxis.h>`

Inheritance diagram for CallbackCheckEditPointAxis:



Public Member Functions

- CallbackCheckEditPointAxis (const DocumentModelCoords &modelCoords, const QString &pointIdentifier, const QPointF &posScreen, const QPointF &posGraph, DocumentAxesPointsRequired documentAxes↩PointsRequired)

  Single constructor.
- bool isError () const

  True if an error occurred during iteration.
- QString errorMessage () const

  Error message that explains the problem indicated by isError.

Additional Inherited Members

5.12.1 Detailed Description

Callback for sanity checking the screen and graph coordinates of an axis point that is in the axes curve, before changing its graph coordinates.

Definition at line 18 of file CallbackCheckEditPointAxis.h.

The documentation for this class was generated from the following files:

- Callback/CallbackCheckEditPointAxis.h
- Callback/CallbackCheckEditPointAxis.cpp

5.13 CallbackDocumentHash Class Reference

Callback for DocumentHash value for a Document.

`#include <CallbackDocumentHash.h>`

Public Member Functions

- CallbackDocumentHash (DocumentAxesPointsRequired documentAxesPointsRequired)

  Single constructor.
- CallbackSearchReturn callback (const QString &curveName, const Point &point)

  Callback method.
- DocumentHash hash () const

  Computed hash value.

5.13.1 Detailed Description

Callback for DocumentHash value for a Document.

Definition at line 19 of file CallbackDocumentHash.h.

The documentation for this class was generated from the following files:

- Callback/CallbackDocumentHash.h
- Callback/CallbackDocumentHash.cpp

5.14 CallbackGatherXThetaValuesFunctions Class Reference

Callback for collecting X/Theta independent variables, for functions, in preparation for exporting.

`#include <CallbackGatherXThetaValuesFunctions.h>`

Public Member Functions

- CallbackGatherXThetaValuesFunctions (const DocumentModelExportFormat &modelExport, const QStringList &curveNamesIncluded, const Transformation &transformation)

  Single constructor.
- CallbackSearchReturn callback (const QString &curveName, const Point &point)

  Callback method.
- ValuesVectorXOrY xThetaValuesRaw () const

  Resulting x/theta values for all included functions.

5.14.1 Detailed Description

Callback for collecting X/Theta independent variables, for functions, in preparation for exporting.

Definition at line 27 of file CallbackGatherXThetaValuesFunctions.h.

The documentation for this class was generated from the following files:

- Callback/CallbackGatherXThetaValuesFunctions.h
- Callback/CallbackGatherXThetaValuesFunctions.cpp

5.15 CallbackNextOrdinal Class Reference

Callback for computing the next ordinal for a new point.

`#include <CallbackNextOrdinal.h>`

Public Member Functions

- CallbackNextOrdinal (const QString &curveName)

  Single constructor.
- CallbackSearchReturn callback (const QString &curveName, const Point &point)

  Callback method.
- double nextOrdinal () const

  Computed next ordinal.

5.15.1 Detailed Description

Callback for computing the next ordinal for a new point.

Definition at line 17 of file CallbackNextOrdinal.h.

The documentation for this class was generated from the following files:

- Callback/CallbackNextOrdinal.h
- Callback/CallbackNextOrdinal.cpp

5.16 CallbackPointOrdinal Class Reference

Callback for computing the ordinal for a specified point, as a function of the LineStyle and curve geometry.

`#include <CallbackPointOrdinal.h>`

Public Member Functions

- CallbackPointOrdinal (const LineStyle &lineStyle, const Transformation &transformation, const QPointF &posScreen)

  Single constructor.
- CallbackSearchReturn callback (const Point &pointStart, const Point &pointStop)

  Callback method.
- double ordinal () const

  Computed ordinal.

5.16.1 Detailed Description

Callback for computing the ordinal for a specified point, as a function of the LineStyle and curve geometry.

Definition at line 19 of file CallbackPointOrdinal.h.

The documentation for this class was generated from the following files:

- Callback/CallbackPointOrdinal.h
- Callback/CallbackPointOrdinal.cpp

5.17 CallbackRemovePointsInCurvesGraphs Class Reference

Callback that is used when iterating through a read-only CurvesGraphs to remove corresponding points in Document.

```
#include <CallbackRemovePointsInCurvesGraphs.h>
```

Public Member Functions

- CallbackRemovePointsInCurvesGraphs (CoordSystem &coordSystem)

  Single constructor.
- CallbackSearchReturn callback (const QString &curveName, const Point &point)

  Callback method.

5.17.1 Detailed Description

Callback that is used when iterating through a read-only CurvesGraphs to remove corresponding points in Document.

Definition at line 17 of file CallbackRemovePointsInCurvesGraphs.h.

The documentation for this class was generated from the following files:

- Callback/CallbackRemovePointsInCurvesGraphs.h
- Callback/CallbackRemovePointsInCurvesGraphs.cpp

5.18 CallbackSceneUpdateAfterCommand Class Reference

Callback for updating the QGraphicsItems in the scene after a command may have modified Points in Curves.

`#include <CallbackSceneUpdateAfterCommand.h>`

Public Member Functions

- CallbackSceneUpdateAfterCommand (GraphicsLinesForCurves &graphicsLinesForCurves, GraphicsScene &scene, const Document &document, GeometryWindow *geometryWindow)

  Single constructor.
- CallbackSearchReturn callback (const QString &, const Point &point)

  Callback method.

5.18.1 Detailed Description

Callback for updating the QGraphicsItems in the scene after a command may have modified Points in Curves.

Definition at line 20 of file CallbackSceneUpdateAfterCommand.h.

The documentation for this class was generated from the following files:

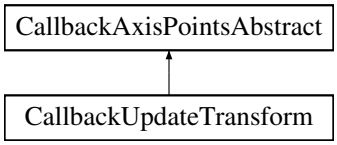
- Callback/CallbackSceneUpdateAfterCommand.h
- Callback/CallbackSceneUpdateAfterCommand.cpp

5.19 CallbackUpdateTransform Class Reference

Callback for collecting axis points and then calculating the current transform from those axis points.

`#include <CallbackUpdateTransform.h>`

Inheritance diagram for CallbackUpdateTransform:



Public Member Functions

- CallbackUpdateTransform (const DocumentModelCoords &modelCoords, DocumentAxesPointsRequired documentAxesPointsRequired)

  Single constructor.
- bool transformIsDefined () const

  True if enough Points were available to create a Transformation.

Additional Inherited Members

5.19.1 Detailed Description

Callback for collecting axis points and then calculating the current transform from those axis points.

Sanity checking of the axis points was applied earlier when the axis points were added/edited.

Definition at line 19 of file CallbackUpdateTransform.h.

5.19.2 Member Function Documentation

5.19.2.1 bool CallbackUpdateTransform::transformIsDefined ( ) const

True if enough Points were available to create a Transformation.

Except for the node count, all other failure modes are caught externally so user gets immediate feedback as soon as bad axis point data appears

Definition at line 17 of file CallbackUpdateTransform.cpp.

The documentation for this class was generated from the following files:

- Callback/CallbackUpdateTransform.h
- Callback/CallbackUpdateTransform.cpp

5.20 Checker Class Reference

Box shape that is drawn through the three axis points, to temporarily (usually) or permanently (rarely) highlight the local up/down/left/right directions when all axis points have been defined.

`#include <Checker.h>`

Public Member Functions

- Checker (QGraphicsScene &scene)

  Single constructor for DlgSettingsAxesChecker, which does not have an explicit transformation. The identity transformation is assumed.
- void prepareForDisplay (const QPolygonF &polygon, int pointRadius, const DocumentModelAxesChecker &modelAxesChecker, const DocumentModelCoords &modelCoords, DocumentAxesPointsRequired documentAxesPointsRequired)

  Create the polygon from current information, including pixel coordinates, just prior to display.
- void prepareForDisplay (const QList< Point > &Points, int pointRadius, const DocumentModelAxesChecker &modelAxesChecker, const DocumentModelCoords &modelCoords, const Transformation &transformation, DocumentAxesPointsRequired documentAxesPointsRequired)

  Create the polygon from current information, including pixel and graph coordinates, just prior to display.
- void setVisible (bool visible)

  Show/hide this axes checker.
- virtual void updateModelAxesChecker (const DocumentModelAxesChecker &modelAxesChecker)

  Apply the new DocumentModelAxesChecker, to the points already associated with this object.

5.20.1 Detailed Description

Box shape that is drawn through the three axis points, to temporarily (usually) or permanently (rarely) highlight the local up/down/left/right directions when all axis points have been defined.

The goal of the checker is to make it obvious when a mistake has happened so the screen-to-graph transformation is currently wrong - since the expected up/down/left/right directions will be awry which will distort the checker somehow. Unfortunately, errors in scale are not revealed by the checker.

Definition at line 33 of file Checker.h.

5.20.2 Member Function Documentation

5.20.2.1 void Checker::prepareForDisplay (const QPolygonF & *polygon,* int *pointRadius,* const DocumentModelAxesChecker & *modelAxesChecker,* const DocumentModelCoords & *modelCoords,* DocumentAxesPointsRequired *documentAxesPointsRequired*)

Create the polygon from current information, including pixel coordinates, just prior to display.

This is for DlgSettingsAxesChecker. The identity matrix is used for the transformations between screen and graph coordinates. The point radius is used to exclude the lines from the axes points for clarity

Definition at line 129 of file Checker.cpp.

5.20.2.2 void Checker::prepareForDisplay (const QList< Point > & *Points,* int *pointRadius,* const DocumentModelAxesChecker & *modelAxesChecker,* const DocumentModelCoords & *modelCoords,* const Transformation & *transformation,* DocumentAxesPointsRequired *documentAxesPointsRequired*)

Create the polygon from current information, including pixel and graph coordinates, just prior to display.

This is for TransformationStateDefined. The point radius is used to exclude the lines from the axes points for clarity

Definition at line 166 of file Checker.cpp.

5.20.2.3 void Checker::updateModelAxesChecker (const DocumentModelAxesChecker & *modelAxesChecker*) [virtual]

Apply the new DocumentModelAxesChecker, to the points already associated with this object.

This method starts the timer unless the mode is never or forever

Definition at line 244 of file Checker.cpp.

The documentation for this class was generated from the following files:

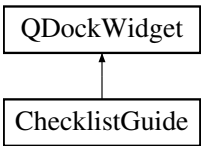
- Checker/Checker.h
- Checker/Checker.cpp

5.21 ChecklistGuide Class Reference

Dockable text window containing checklist guide.

`#include <ChecklistGuide.h>`

Inheritance diagram for ChecklistGuide:



Signals

- void signalChecklistClosed ()

  Signal that this QDockWidget was just closed.

Public Member Functions

- ChecklistGuide (QWidget ∗parent)

  Single constructor. Parent is needed or else this widget cannot be redocked after being undocked.
- bool browserIsEmpty () const

  When browser is empty, it is pointless to show it.
- virtual void closeEvent (QCloseEvent ∗event)

  Catch close event so corresponding menu item in MainWindow can be updated accordingly.
- void setTemplateHtml (const QString &html, const QStringList &curveNames)

  Populate the browser with template html.
- void update (const CmdMediator &cmdMediator, bool documentIsExported)

  Update using current CmdMediator/Document state.

5.21.1 Detailed Description

Dockable text window containing checklist guide.

Definition at line 16 of file ChecklistGuide.h.

The documentation for this class was generated from the following files:

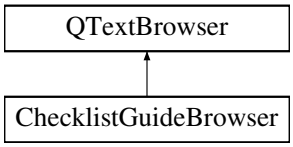
- Checklist/ChecklistGuide.h
- Checklist/ChecklistGuide.cpp

5.22 ChecklistGuideBrowser Class Reference

Class that adds rudimentary tree collapse/expand functionality to QTextBrowser.

`#include <ChecklistGuideBrowser.h>`

Inheritance diagram for ChecklistGuideBrowser:



Public Member Functions

- ChecklistGuideBrowser ()
  Single constructor.
- virtual void setTemplateHtml (const QString &html, const QStringList &curveNames)
  Populate the browser with template html. The template html will be converted to real html.
- void update (const CmdMediator &cmdMediator, bool documentIsExported)
  Update using current CmdMediator/Document state.

5.22.1 Detailed Description

Class that adds rudimentary tree collapse/expand functionality to QTextBrowser.

Definition at line 15 of file ChecklistGuideBrowser.h.

The documentation for this class was generated from the following files:

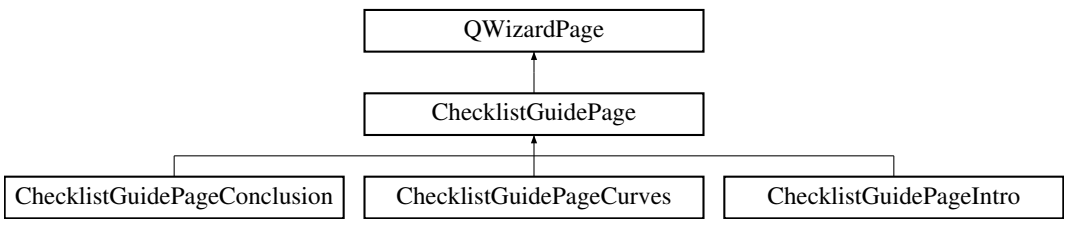
- Checklist/ChecklistGuideBrowser.h
- Checklist/ChecklistGuideBrowser.cpp

5.23 ChecklistGuidePage Class Reference

This class customizes QWizardPage for ChecklistGuideWizard.

`#include <ChecklistGuidePage.h>`

Inheritance diagram for ChecklistGuidePage:



Public Member Functions

- ChecklistGuidePage (const QString &title)

  Single constructor.
- void addHtml (const QString &html)

  Insert html for display.
- QRadioButton * addLabelAndRadioButton (const QString &label, const QString &whatsThis)

  Insert radio button and corresponding label.
- void addLineEdit (ChecklistLineEdit *edit, const QString &whatsThis)

  Insert line edit.

5.23.1 Detailed Description

This class customizes QWizardPage for ChecklistGuideWizard.

Definition at line 19 of file ChecklistGuidePage.h.

The documentation for this class was generated from the following files:

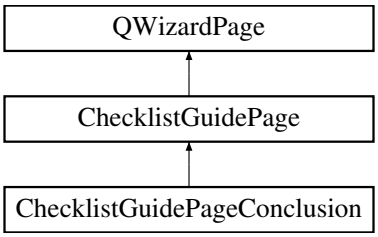
- Checklist/ChecklistGuidePage.h
- Checklist/ChecklistGuidePage.cpp

5.24 ChecklistGuidePageConclusion Class Reference

This class uses the validation method of the Conclusion page to perform final processing for ChecklistGuideWizard.

```
#include <ChecklistGuidePageConclusion.h>
```

Inheritance diagram for ChecklistGuidePageConclusion:



Public Member Functions

- ChecklistGuidePageConclusion ()

  Single constructor.
- virtual bool validatePage ()

  Perform final processing.

5.24.1 Detailed Description

This class uses the validation method of the Conclusion page to perform final processing for ChecklistGuideWizard.

Definition at line 13 of file ChecklistGuidePageConclusion.h.

The documentation for this class was generated from the following files:

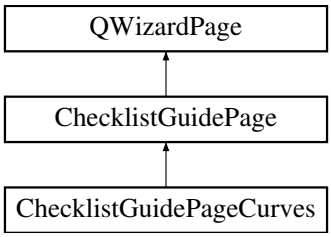
- Checklist/ChecklistGuidePageConclusion.h
- Checklist/ChecklistGuidePageConclusion.cpp

5.25 ChecklistGuidePageCurves Class Reference

This class adds validation to the Curves page.

`#include <ChecklistGuidePageCurves.h>`

Inheritance diagram for ChecklistGuidePageCurves:



Public Slots

- void slotTableChanged ()

  Update after curve table update.
- bool withLines () const

  Drawn with lines, else points.

Public Member Functions

- ChecklistGuidePageCurves (const QString &title)

  Single constructor.
- QStringList curveNames () const

  Wizard selection for curve names.
- virtual bool isComplete () const

  Validate the contents of this page.

5.25.1 Detailed Description

This class adds validation to the Curves page.

Definition at line 17 of file ChecklistGuidePageCurves.h.

The documentation for this class was generated from the following files:

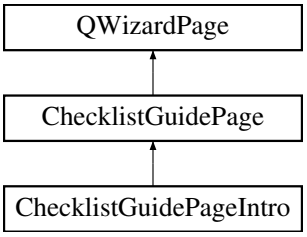
- Checklist/ChecklistGuidePageCurves.h
- Checklist/ChecklistGuidePageCurves.cpp

5.26 ChecklistGuidePageIntro Class Reference

This class sets up the introduction page.

`#include <ChecklistGuidePageIntro.h>`

Inheritance diagram for ChecklistGuidePageIntro:



Public Member Functions

- ChecklistGuidePageIntro ()

  Single constructor.

5.26.1 Detailed Description

This class sets up the introduction page.

Definition at line 13 of file ChecklistGuidePageIntro.h.

The documentation for this class was generated from the following files:

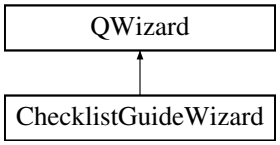
- Checklist/ChecklistGuidePageIntro.h
- Checklist/ChecklistGuidePageIntro.cpp

5.27 ChecklistGuideWizard Class Reference

Wizard for setting up the checklist guide.

`#include <ChecklistGuideWizard.h>`

Inheritance diagram for ChecklistGuideWizard:



Public Member Functions

- ChecklistGuideWizard (MainWindow &mainWindow, unsigned int numberCoordSystem)
  Single constructor.
- QStringList curveNames (CoordSystemIndex coordSystemIndex) const
  Curve names to be placed into Document.
- void populateCurvesGraphs (CoordSystemIndex coordSystemIndex, CurvesGraphs &curvesGraphs)
  Create entries in CurvesGraphs for each curve name that user provided.
- QString templateHtml (CoordSystemIndex coordSystemIndex) const
  Template html comprising the checklist for display.

5.27.1 Detailed Description

Wizard for setting up the checklist guide.

Definition at line 23 of file ChecklistGuideWizard.h.

The documentation for this class was generated from the following files:

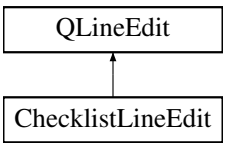
- Checklist/ChecklistGuideWizard.h
- Checklist/ChecklistGuideWizard.cpp

5.28 ChecklistLineEdit Class Reference

Adds key event handling to QLineEdit.

`#include <ChecklistLineEdit.h>`

Inheritance diagram for ChecklistLineEdit:



Signals

- void signalKeyRelease ()

  Signal that user has just released a key.

Public Member Functions

- ChecklistLineEdit ()

  Single constructor.
- virtual void keyReleaseEvent (QKeyEvent ∗event)

  Intercept the key press event.

5.28.1 Detailed Description

Adds key event handling to QLineEdit.

Definition at line 13 of file ChecklistLineEdit.h.

The documentation for this class was generated from the following files:

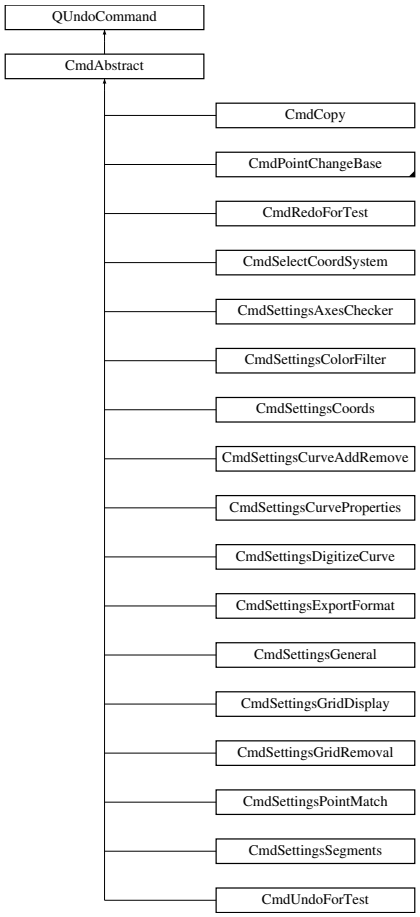
- Checklist/ChecklistLineEdit.h
- Checklist/ChecklistLineEdit.cpp

5.29 CmdAbstract Class Reference

Wrapper around QUndoCommand. This simplifies the more complicated feature set of QUndoCommand.

```
#include <CmdAbstract.h>
```

Inheritance diagram for CmdAbstract:



Public Member Functions

- CmdAbstract (MainWindow &mainWindow, Document &document, const QString &cmdDescription)

  Single constructor.
- virtual void cmdRedo ()=0

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()=0

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const =0

  Save commands as xml for later uploading.

Protected Member Functions

- Document & document ()

  Return the Document that this command will modify during redo and undo.
- const Document & document () const

  Return a const copy of the Document for non redo/undo interaction.
- MainWindow & mainWindow ()

  Return the MainWindow so it can be updated by this command as a last step.
- void resetSelection (const PointIdentifiers &pointIdentifiersToSelect)

  Since the set of selected points has probably changed, changed that set back to the specified set.
- void saveOrCheckPostCommandDocumentStateHash (const Document &document)

  Save, when called the first time, a hash value representing the state of the Document.
- void saveOrCheckPreCommandDocumentStateHash (const Document &document)

  Save, when called the first time, a hash value representing the state of the Document.

5.29.1 Detailed Description

Wrapper around QUndoCommand. This simplifies the more complicated feature set of QUndoCommand.

Definition at line 19 of file CmdAbstract.h.

5.29.2 Member Function Documentation

5.29.2.1 void CmdAbstract::resetSelection (const PointIdentifiers & *pointIdentifiersToSelect*) [protected]

Since the set of selected points has probably changed, changed that set back to the specified set.

This lets the user move selected point(s) repeatedly using arrow keys. Also provides expected behavior when pasting

Definition at line 81 of file CmdAbstract.cpp.

5.29.2.2 void CmdAbstract::saveOrCheckPostCommandDocumentStateHash (const Document & *document*) [protected]

Save, when called the first time, a hash value representing the state of the Document.

Then on succeeding calls the hash is recomputed and compared to the original value to check for consistency. This "post" method is called immediately after the redo method of the subclass has done its processing. See also saveOrCheckPreCommandDocumentState

Definition at line 102 of file CmdAbstract.cpp.

5.29.2.3 void CmdAbstract::saveOrCheckPreCommandDocumentStateHash (const Document & *document*) [protected]

Save, when called the first time, a hash value representing the state of the Document.

Then on succeeding calls the hash is recomputed and compared to the original value to check for consistency. This "pre" method is called immediately after the redo method of the subclass has done its processing. See also saveOrCheckPostCommandDocumentState

Definition at line 125 of file CmdAbstract.cpp.

The documentation for this class was generated from the following files:

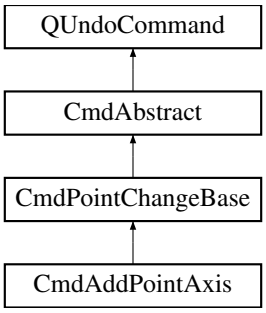
- Cmd/CmdAbstract.h
- Cmd/CmdAbstract.cpp

5.30 CmdAddPointAxis Class Reference

Command for adding one axis point.

`#include <CmdAddPointAxis.h>`

Inheritance diagram for CmdAddPointAxis:



Public Member Functions

- CmdAddPointAxis (MainWindow &mainWindow, Document &document, const QPointF &posScreen, const QPointF &posGraph, double ordinal, bool isXOnly)

  Constructor for normal creation.
- CmdAddPointAxis (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.30.1 Detailed Description

Command for adding one axis point.

Definition at line 16 of file CmdAddPointAxis.h.

The documentation for this class was generated from the following files:

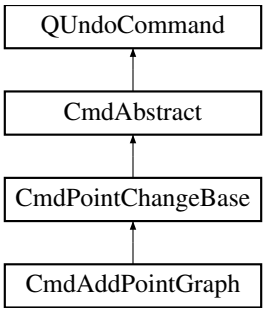
- Cmd/CmdAddPointAxis.h
- Cmd/CmdAddPointAxis.cpp

5.31 CmdAddPointGraph Class Reference

Command for adding one graph point.

`#include <CmdAddPointGraph.h>`

Inheritance diagram for CmdAddPointGraph:



Public Member Functions

- CmdAddPointGraph (MainWindow &mainWindow, Document &document, const QString &curveName, const QPointF &posScreen, double ordinal)

  Constructor for normal creation.
- CmdAddPointGraph (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.31.1 Detailed Description

Command for adding one graph point.

Definition at line 17 of file CmdAddPointGraph.h.

The documentation for this class was generated from the following files:

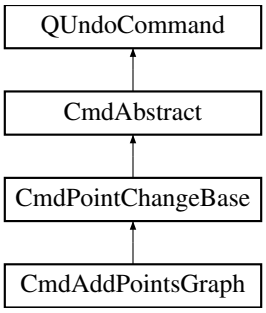
- Cmd/CmdAddPointGraph.h
- Cmd/CmdAddPointGraph.cpp

5.32 CmdAddPointsGraph Class Reference

Command for adding one or more graph points. This is for Segment Fill mode.

`#include <CmdAddPointsGraph.h>`

Inheritance diagram for CmdAddPointsGraph:



Public Member Functions

- CmdAddPointsGraph (MainWindow &mainWindow, Document &document, const QString &curveName, const QList< QPoint > &points, const QList< double > &ordinals)

  Constructor for normal creation.
- CmdAddPointsGraph (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.32.1 Detailed Description

Command for adding one or more graph points. This is for Segment Fill mode.

Definition at line 19 of file CmdAddPointsGraph.h.

The documentation for this class was generated from the following files:

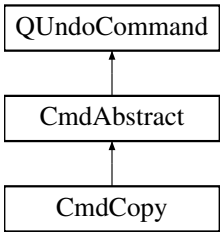
- Cmd/CmdAddPointsGraph.h
- Cmd/CmdAddPointsGraph.cpp

5.33 CmdCopy Class Reference

Command for moving all selected Points by a specified translation.

`#include <CmdCopy.h>`

Inheritance diagram for CmdCopy:



Public Member Functions

- CmdCopy (MainWindow &mainWindow, Document &document, const QStringList &selectedPointIdentifiers)

  Constructor for normal creation.
- CmdCopy (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXml↩ StreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.33.1 Detailed Description

Command for moving all selected Points by a specified translation.

Definition at line 18 of file CmdCopy.h.

The documentation for this class was generated from the following files:

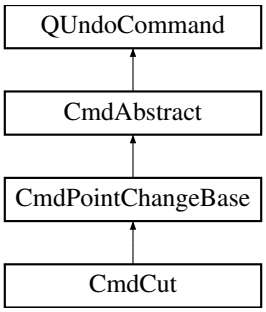
- Cmd/CmdCopy.h
- Cmd/CmdCopy.cpp

5.34 CmdCut Class Reference

Command for cutting all selected Points.

`#include <CmdCut.h>`

Inheritance diagram for CmdCut:



Public Member Functions

- CmdCut (MainWindow &mainWindow, Document &document, const QStringList &selectedPointIdentifiers)

  Constructor for normal creation.
- CmdCut (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXml↩ StreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.34.1 Detailed Description

Command for cutting all selected Points.

Definition at line 18 of file CmdCut.h.

The documentation for this class was generated from the following files:

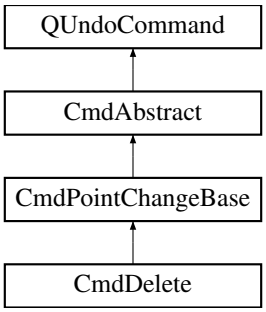
- Cmd/CmdCut.h
- Cmd/CmdCut.cpp

5.35 CmdDelete Class Reference

Command for deleting all selected Points.

`#include <CmdDelete.h>`

Inheritance diagram for CmdDelete:



Public Member Functions

- CmdDelete (MainWindow &mainWindow, Document &document, const QStringList &selectedPointIdentifiers)

  Constructor for normal creation.
- CmdDelete (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXml↩ StreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.35.1 Detailed Description

Command for deleting all selected Points.

Definition at line 18 of file CmdDelete.h.

The documentation for this class was generated from the following files:

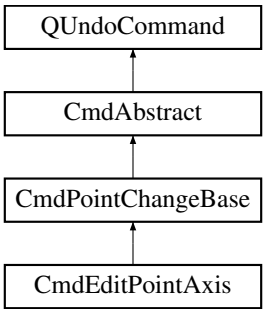
- Cmd/CmdDelete.h
- Cmd/CmdDelete.cpp

5.36 CmdEditPointAxis Class Reference

Command for editing the graph coordinates one axis point.

`#include <CmdEditPointAxis.h>`

Inheritance diagram for CmdEditPointAxis:



Public Member Functions

- CmdEditPointAxis (MainWindow &mainWindow, Document &document, const QString &pointIdentifier, const QPointF &posGraphBefore, const QPointF &posGraphAfter, bool isXOnly)

  Constructor for normal creation.
- CmdEditPointAxis (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.36.1 Detailed Description

Command for editing the graph coordinates one axis point.

The screen coordinates are handled by another command

Definition at line 18 of file CmdEditPointAxis.h.

The documentation for this class was generated from the following files:

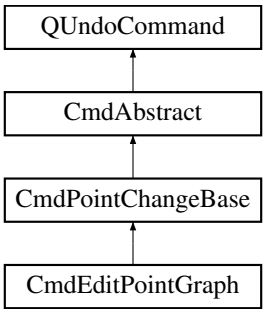
- Cmd/CmdEditPointAxis.h
- Cmd/CmdEditPointAxis.cpp

5.37 CmdEditPointGraph Class Reference

Command for editing the graph coordinates of one or more graph points.

`#include <CmdEditPointGraph.h>`

Inheritance diagram for CmdEditPointGraph:



Public Member Functions

- CmdEditPointGraph (MainWindow &mainWindow, Document &document, const QStringList &pointIdentifiers, bool isX, bool isY, double x, double y)

  Constructor for normal creation.
- CmdEditPointGraph (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.37.1 Detailed Description

Command for editing the graph coordinates of one or more graph points.

The screen coordinates are handled by another command

Definition at line 18 of file CmdEditPointGraph.h.

The documentation for this class was generated from the following files:

- Cmd/CmdEditPointGraph.h
- Cmd/CmdEditPointGraph.cpp

5.38 CmdFactory Class Reference

Factory for CmdAbstractBase objects.

`#include <CmdFactory.h>`

Public Member Functions

- CmdFactory ()

  Single constructor.
- CmdAbstract * createCmd (MainWindow &mainWindow, Document &document, QXmlStreamReader &reader)

  Factory method. Input is the xml node from an error report file.

5.38.1 Detailed Description

Factory for CmdAbstractBase objects.

Definition at line 16 of file CmdFactory.h.

The documentation for this class was generated from the following files:

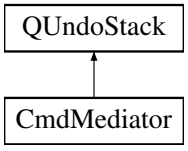
- Cmd/CmdFactory.h
- Cmd/CmdFactory.cpp

5.39 CmdMediator Class Reference

Command queue stack.

`#include <CmdMediator.h>`

Inheritance diagram for CmdMediator:



Public Member Functions

- CmdMediator (MainWindow &mainWindow, const QImage &image)

  Constructor for imported images and dragged images. Only one coordinate system is created but others can be added later.
- CmdMediator (MainWindow &mainWindow, const QString &fileName)

  Constructor for opened Documents and error report files. The specified xml file is opened and read.
- ~CmdMediator ()

  Destructor.
- const CoordSystem & coordSystem () const

  Provide the current CoordSystem to commands with read-only access, primarily for undo/redo processing.
- const Curve & curveAxes () const

  See Document::curveAxes.
- QStringList curvesGraphsNames () const

  See CurvesGraphs::curvesGraphsNames.
- int curvesGraphsNumPoints (const QString &curveName) const

  See CurvesGraphs::curvesGraphsNumPoints.
- Document & document ()

  Provide the Document to commands, primarily for undo/redo processing.
- const Document & document () const

  Provide the Document to commands with read-only access, primarily for undo/redo processing.
- bool isModified () const

  Dirty flag.
- void iterateThroughCurvePointsAxes (const Functor2wRet< const QString &, const Point &, Callback↩ SearchReturn > &ftorWithCallback)

  See Curve::iterateThroughCurvePoints, for the single axes curve.
- void iterateThroughCurvePointsAxes (const Functor2wRet< const QString &, const Point &, Callback↩ SearchReturn > &ftorWithCallback) const

  See Curve::iterateThroughCurvePoints, for the single axes curve.
- void iterateThroughCurvesPointsGraphs (const Functor2wRet< const QString &, const Point &, Callback↩ SearchReturn > &ftorWithCallback)

  See Curve::iterateThroughCurvePoints, for all the graphs curves.
- QPixmap pixmap () const

  See Document::pixmap.
- QString reasonForUnsuccessfulRead () const

  See Document::reasonForUnsuccessfulRead.
- void saveXml (QXmlStreamWriter &writer) const

  Serialize to xml.
- QString selectedCurveName () const

  Currently selected curve name. This is used to set the selected curve combobox in MainWindow.
- void setDocumentAxesPointsRequired (DocumentAxesPointsRequired documentAxesPointsRequired)

  Set the number of axes points required.
- void setSelectedCurveName (const QString &selectedCurveName)

  Save curve name that is selected for the current coordinate system, for the next time the coordinate system reappears.
- bool successfulRead () const

  Wrapper for Document::successfulRead.

5.39.1 Detailed Description

Command queue stack.

This class lies between the Document and the rest of the application. This approach is attractive because the command stack and Document are born together, work together, and deleted together. Also, wrapping this class around Document helps to encapsulate Document that much more.

Definition at line 23 of file CmdMediator.h.

5.39.2 Member Function Documentation

5.39.2.1 bool CmdMediator::isModified ( ) const

Dirty flag.

Document is dirty if there are any unsaved changes. The dirty flag is pushed (rather than pulled from this method) through the QUndoStack::cleanChanged signal

Definition at line 82 of file CmdMediator.cpp.

5.39.2.2 void CmdMediator::setDocumentAxesPointsRequired (DocumentAxesPointsRequired *documentAxesPointsRequired*)

Set the number of axes points required.

This is called during the Document creation process, after imported images have been previewed or loaded files have had at least some xml parsing

Definition at line 132 of file CmdMediator.cpp.

The documentation for this class was generated from the following files:

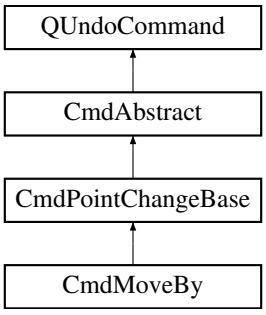
- Cmd/CmdMediator.h
- Cmd/CmdMediator.cpp

5.40 CmdMoveBy Class Reference

Command for moving all selected Points by a specified translation.

`#include <CmdMoveBy.h>`

Inheritance diagram for CmdMoveBy:



Public Member Functions

- CmdMoveBy (MainWindow &mainWindow, Document &document, const QPointF &deltaScreen, const QString &moveText, const QStringList &selectedPointIdentifiers)

  Constructor for normal creation.
- CmdMoveBy (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.40.1 Detailed Description

Command for moving all selected Points by a specified translation.

Definition at line 18 of file CmdMoveBy.h.

The documentation for this class was generated from the following files:

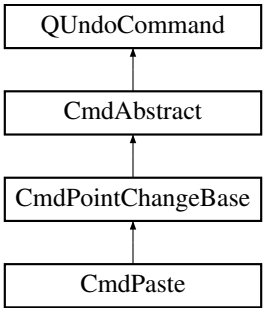
- Cmd/CmdMoveBy.h
- Cmd/CmdMoveBy.cpp

5.41 CmdPaste Class Reference

Command for moving all selected Points by a specified translation.

```
#include <CmdPaste.h>
```

Inheritance diagram for CmdPaste:



Public Member Functions

- CmdPaste (MainWindow &mainWindow, Document &document, const QStringList &selectedPointIdentifiers)

  Constructor for normal creation.
- CmdPaste (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXml↩ StreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.41.1 Detailed Description

Command for moving all selected Points by a specified translation.

Definition at line 18 of file CmdPaste.h.

The documentation for this class was generated from the following files:

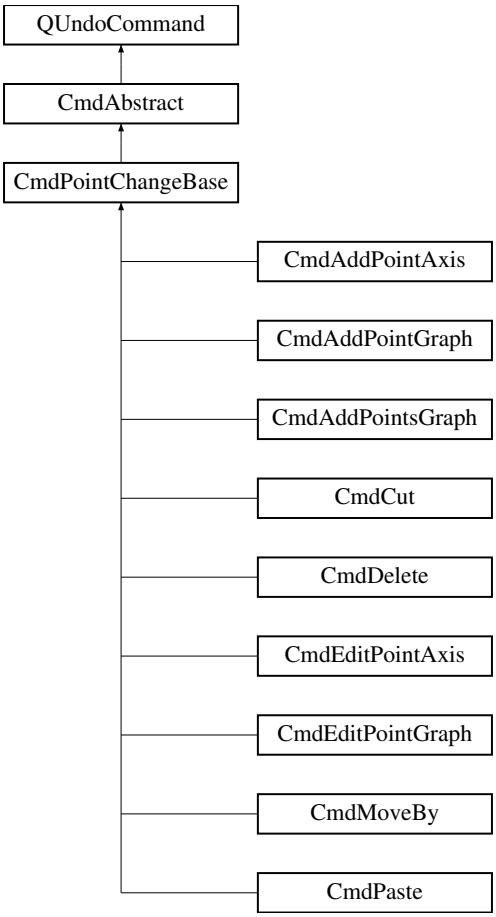
- Cmd/CmdPaste.h
- Cmd/CmdPaste.cpp

5.42 CmdPointChangeBase Class Reference

Base class for CmdBase leaf subclasses that involve point additions, deletions and/or modifications.

`#include <CmdPointChangeBase.h>`

Inheritance diagram for CmdPointChangeBase:



Public Member Functions

- CmdPointChangeBase (MainWindow &mainWindow, Document &document, const QString &cmd↩ Description)

  Single constructor.

Protected Member Functions

- void restoreDocumentState (Document &document) const

  Restore the document previously saved by saveDocumentState.
- void saveDocumentState (const Document &document)

  Save the document state for restoration by restoreDocumentState.

5.42.1 Detailed Description

Base class for CmdBase leaf subclasses that involve point additions, deletions and/or modifications.

This class uses a strategy of taking a snapshot of all points before the redo, and then applying that snapshot to the Document to (later) perform the undo. Before this strategy, the strategy was to just do the opposite steps of the redo, but that strategy was too fragile since it implicity assumed no point changes occurred after the redo of this command and before the redo of the next command. However, point updates like "ordinal maintenance" do occur during that time period

Definition at line 22 of file CmdPointChangeBase.h.

The documentation for this class was generated from the following files:

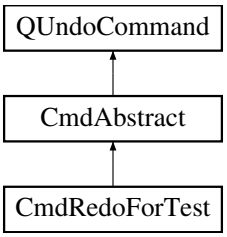
- Cmd/CmdPointChangeBase.h
- Cmd/CmdPointChangeBase.cpp

5.43 CmdRedoForTest Class Reference

Command for performing Redo during testing.

`#include <CmdRedoForTest.h>`

Inheritance diagram for CmdRedoForTest:



Public Member Functions

- CmdRedoForTest (MainWindow &mainWindow, Document &document)

  Constructor for normal creation.
- CmdRedoForTest (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.43.1 Detailed Description

Command for performing Redo during testing.

This command is never created automatically, since when the user triggers an Redo that just results in the command stack getting backed up by one command. This command is manually created by editing an xml test file

Definition at line 20 of file CmdRedoForTest.h.

The documentation for this class was generated from the following files:

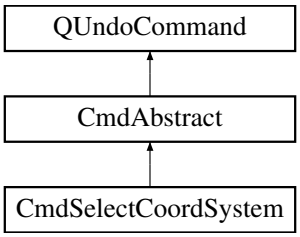
- Cmd/CmdRedoForTest.h
- Cmd/CmdRedoForTest.cpp

5.44 CmdSelectCoordSystem Class Reference

Command for changing the currently selected CoordSystem.

`#include <CmdSelectCoordSystem.h>`

Inheritance diagram for CmdSelectCoordSystem:



Public Member Functions

- CmdSelectCoordSystem (MainWindow &mainWindow, Document &document, CoordSystemIndex coordSystem)

  Constructor for normal creation.
- CmdSelectCoordSystem (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.44.1 Detailed Description

Command for changing the currently selected CoordSystem.

Definition at line 16 of file CmdSelectCoordSystem.h.

The documentation for this class was generated from the following files:

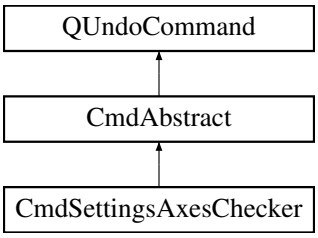
- Cmd/CmdSelectCoordSystem.h
- Cmd/CmdSelectCoordSystem.cpp

5.45 CmdSettingsAxesChecker Class Reference

Command for DlgSettingsAxesChecker.

`#include <CmdSettingsAxesChecker.h>`

Inheritance diagram for CmdSettingsAxesChecker:



Public Member Functions

- CmdSettingsAxesChecker (MainWindow &mainWindow, Document &document, const DocumentModelAxesChecker &modelAxesCheckerBefore, const DocumentModelAxesChecker &modelAxesCheckerAfter)

  Constructor for normal creation.
- CmdSettingsAxesChecker (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.45.1 Detailed Description

Command for DlgSettingsAxesChecker.

Definition at line 16 of file CmdSettingsAxesChecker.h.

The documentation for this class was generated from the following files:

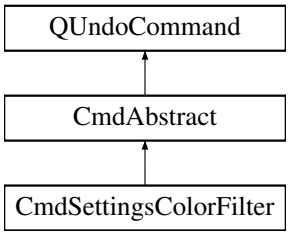
- Cmd/CmdSettingsAxesChecker.h
- Cmd/CmdSettingsAxesChecker.cpp

5.46 CmdSettingsColorFilter Class Reference

Command for DlgSettingsColorFilter.

`#include <CmdSettingsColorFilter.h>`

Inheritance diagram for CmdSettingsColorFilter:



Public Member Functions

- CmdSettingsColorFilter (MainWindow &mainWindow, Document &document, const DocumentModelColorFilter &modelColorFilterBefore, const DocumentModelColorFilter &modelColorFilterAfter)

  Constructor for normal creation.
- CmdSettingsColorFilter (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.46.1 Detailed Description

Command for DlgSettingsColorFilter.

Definition at line 16 of file CmdSettingsColorFilter.h.

The documentation for this class was generated from the following files:

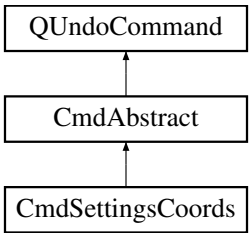
- Cmd/CmdSettingsColorFilter.h
- Cmd/CmdSettingsColorFilter.cpp

5.47 CmdSettingsCoords Class Reference

Command for DlgSettingsCoords.

`#include <CmdSettingsCoords.h>`

Inheritance diagram for CmdSettingsCoords:



Public Member Functions

- CmdSettingsCoords (MainWindow &mainWindow, Document &document, const DocumentModelCoords &modelCoordsBefore, const DocumentModelCoords &modelCoordsAfter)

  Constructor for normal creation.
- CmdSettingsCoords (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.47.1 Detailed Description

Command for DlgSettingsCoords.

Definition at line 16 of file CmdSettingsCoords.h.

The documentation for this class was generated from the following files:

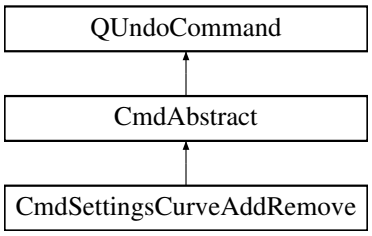
- Cmd/CmdSettingsCoords.h
- Cmd/CmdSettingsCoords.cpp

5.48 CmdSettingsCurveAddRemove Class Reference

Command for DlgSettingsCurveAddRemove.

`#include <CmdSettingsCurveAddRemove.h>`

Inheritance diagram for CmdSettingsCurveAddRemove:



Public Member Functions

- CmdSettingsCurveAddRemove (MainWindow &mainWindow, Document &document, const CurveNameList &modelCurves)

  Constructor for normal creation.
- CmdSettingsCurveAddRemove (MainWindow &mainWindow, Document &document, const QString &cmd↩Description, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.48.1 Detailed Description

Command for DlgSettingsCurveAddRemove.

Definition at line 17 of file CmdSettingsCurveAddRemove.h.

The documentation for this class was generated from the following files:

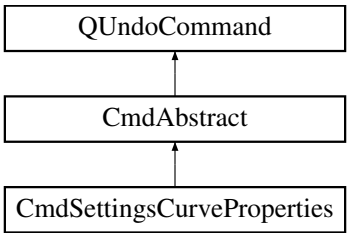
- Cmd/CmdSettingsCurveAddRemove.h
- Cmd/CmdSettingsCurveAddRemove.cpp

5.49 CmdSettingsCurveProperties Class Reference

Command for DlgSettingsCurveProperties.

`#include <CmdSettingsCurveProperties.h>`

Inheritance diagram for CmdSettingsCurveProperties:



Public Member Functions

- CmdSettingsCurveProperties (MainWindow &mainWindow, Document &document, const CurveStyles &modelCurveStylesBefore, const CurveStyles &modelCurveStylesAfter)

  Constructor for normal creation.
- CmdSettingsCurveProperties (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.49.1 Detailed Description

Command for DlgSettingsCurveProperties.

Definition at line 19 of file CmdSettingsCurveProperties.h.

The documentation for this class was generated from the following files:

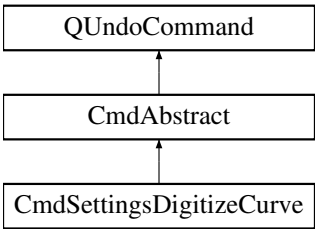
- Cmd/CmdSettingsCurveProperties.h
- Cmd/CmdSettingsCurveProperties.cpp

5.50 CmdSettingsDigitizeCurve Class Reference

Command for DlgSettingsDigitizeCurve.

```
#include <CmdSettingsDigitizeCurve.h>
```

Inheritance diagram for CmdSettingsDigitizeCurve:



Public Member Functions

- CmdSettingsDigitizeCurve (MainWindow &mainWindow, Document &document, const DocumentModelDigitizeCurve &modelDigitizeCurveBefore, const DocumentModelDigitizeCurve &modelDigitizeCurveAfter)

  Constructor for normal creation.
- CmdSettingsDigitizeCurve (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.50.1 Detailed Description

Command for DlgSettingsDigitizeCurve.

Definition at line 16 of file CmdSettingsDigitizeCurve.h.

The documentation for this class was generated from the following files:

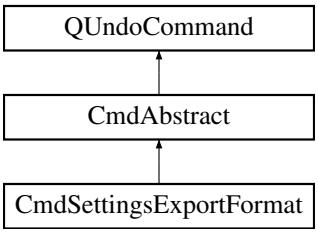
- Cmd/CmdSettingsDigitizeCurve.h
- Cmd/CmdSettingsDigitizeCurve.cpp

5.51 CmdSettingsExportFormat Class Reference

Command for DlgSettingsExportFormat.

`#include <CmdSettingsExportFormat.h>`

Inheritance diagram for CmdSettingsExportFormat:



Public Member Functions

- CmdSettingsExportFormat (MainWindow &mainWindow, Document &document, const DocumentModelExportFormat &modelExportBefore, const DocumentModelExportFormat &modelExportAfter)

  Constructor for normal creation.
- CmdSettingsExportFormat (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.51.1 Detailed Description

Command for DlgSettingsExportFormat.

Definition at line 16 of file CmdSettingsExportFormat.h.

The documentation for this class was generated from the following files:

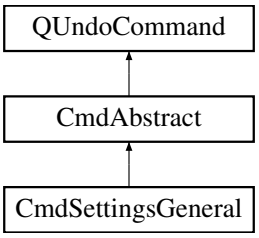
- Cmd/CmdSettingsExportFormat.h
- Cmd/CmdSettingsExportFormat.cpp

5.52 CmdSettingsGeneral Class Reference

Command for DlgSettingsGeneral.

`#include <CmdSettingsGeneral.h>`

Inheritance diagram for CmdSettingsGeneral:



Public Member Functions

- CmdSettingsGeneral (MainWindow &mainWindow, Document &document, const DocumentModelGeneral &modelGeneralBefore, const DocumentModelGeneral &modelGeneralAfter)

  Constructor for normal creation.
- CmdSettingsGeneral (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.52.1 Detailed Description

Command for DlgSettingsGeneral.

Definition at line 16 of file CmdSettingsGeneral.h.

The documentation for this class was generated from the following files:

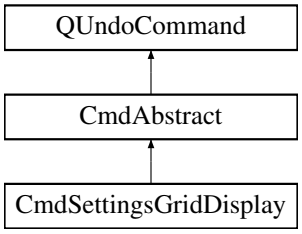
- Cmd/CmdSettingsGeneral.h
- Cmd/CmdSettingsGeneral.cpp

5.53 CmdSettingsGridDisplay Class Reference

Command for DlgSettingsGridDisplay.

`#include <CmdSettingsGridDisplay.h>`

Inheritance diagram for CmdSettingsGridDisplay:



Public Member Functions

- CmdSettingsGridDisplay (MainWindow &mainWindow, Document &document, const DocumentModelGrid↩ Display &modelGridDisplayBefore, const DocumentModelGridDisplay &modelGridDisplayAfter)

  Constructor for normal creation.
- CmdSettingsGridDisplay (MainWindow &mainWindow, Document &document, const QString &cmd↩ Description, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.53.1 Detailed Description

Command for DlgSettingsGridDisplay.

Definition at line 16 of file CmdSettingsGridDisplay.h.

The documentation for this class was generated from the following files:

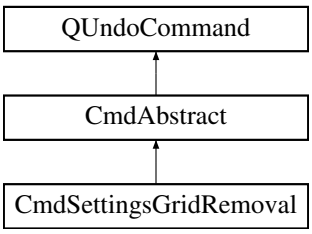
- Cmd/CmdSettingsGridDisplay.h
- Cmd/CmdSettingsGridDisplay.cpp

5.54 CmdSettingsGridRemoval Class Reference

Command for DlgSettingsGridRemoval.

`#include <CmdSettingsGridRemoval.h>`

Inheritance diagram for CmdSettingsGridRemoval:



Public Member Functions

- CmdSettingsGridRemoval (MainWindow &mainWindow, Document &document, const DocumentModelGridRemoval &modelGridRemovalBefore, const DocumentModelGridRemoval &modelGridRemovalAfter)

  Constructor for normal creation.
- CmdSettingsGridRemoval (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.54.1 Detailed Description

Command for DlgSettingsGridRemoval.

Definition at line 16 of file CmdSettingsGridRemoval.h.

The documentation for this class was generated from the following files:

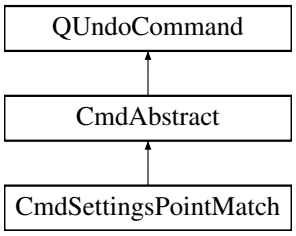
- Cmd/CmdSettingsGridRemoval.h
- Cmd/CmdSettingsGridRemoval.cpp

5.55 CmdSettingsPointMatch Class Reference

Command for DlgSettingsPointMatch.

`#include <CmdSettingsPointMatch.h>`

Inheritance diagram for CmdSettingsPointMatch:



Public Member Functions

- CmdSettingsPointMatch (MainWindow &mainWindow, Document &document, const DocumentModelPoint↩ Match &modelPointMatchBefore, const DocumentModelPointMatch &modelPointMatchAfter)

  Constructor for normal creation.
- CmdSettingsPointMatch (MainWindow &mainWindow, Document &document, const QString &cmd↩ Description, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.55.1 Detailed Description

Command for DlgSettingsPointMatch.

Definition at line 16 of file CmdSettingsPointMatch.h.

The documentation for this class was generated from the following files:

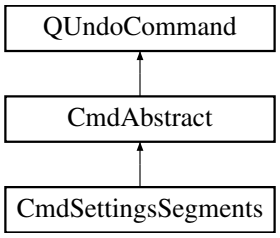
- Cmd/CmdSettingsPointMatch.h
- Cmd/CmdSettingsPointMatch.cpp

5.56 CmdSettingsSegments Class Reference

Command for DlgSettingsSegments.

`#include <CmdSettingsSegments.h>`

Inheritance diagram for CmdSettingsSegments:



Public Member Functions

- CmdSettingsSegments (MainWindow &mainWindow, Document &document, const DocumentModelSegments &modelSegmentsBefore, const DocumentModelSegments &modelSegmentsAfter)

  Constructor for normal creation.
- CmdSettingsSegments (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.56.1 Detailed Description

Command for DlgSettingsSegments.

Definition at line 16 of file CmdSettingsSegments.h.

The documentation for this class was generated from the following files:

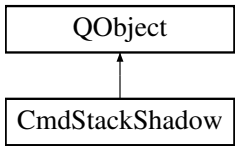
- Cmd/CmdSettingsSegments.h
- Cmd/CmdSettingsSegments.cpp

5.57 CmdStackShadow Class Reference

Command stack that shadows the CmdMediator command stack at startup when reading commands from an error report file.

`#include <CmdStackShadow.h>`

Inheritance diagram for CmdStackShadow:



Public Slots

- void slotRedo ()

  Move next command from list to CmdMediator. Noop if there are no more commands.
- void slotUndo ()

  Throw away every command since trying to reconcile two different command stacks after an undo is too dangerous.

Signals

- void signalRedo ()

  Signal used to emulate a shift-control-z redo command from user during testing.
- void signalUndo ()

  Signal used to emulate a shift-z undo command from user during testing.

Public Member Functions

- CmdStackShadow ()

  Single constructor.
- bool canRedo () const

  Return true if there is a command available.
- void loadCommands (MainWindow &mainWindow, Document &document, QXmlStreamReader &reader)

  Load commands from serialized xml.

5.57.1 Detailed Description

Command stack that shadows the CmdMediator command stack at startup when reading commands from an error report file.

The commands are loaded into this container rather than CmdMediator, since CmdMediator would try to execute all the commands immediately. For the best debugging, we want to be able to execute each command one by one. This container nicely stores commands until we want to copy them to CmdMediator so they can be executed.

This class is not subclassed from QUndoStack since that class is designed to prevent access to individual commands, to preserve their integrity

This class is not named CmdMediatorShadow since does not maintain a Document like CmdMediator, although in some ways that name might be a useful alias

Definition at line 30 of file CmdStackShadow.h.

The documentation for this class was generated from the following files:

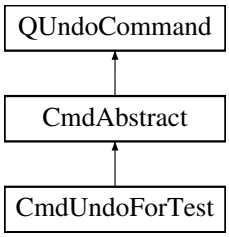
- Cmd/CmdStackShadow.h
- Cmd/CmdStackShadow.cpp

5.58 CmdUndoForTest Class Reference

Command for performing Undo during testing.

`#include <CmdUndoForTest.h>`

Inheritance diagram for CmdUndoForTest:



Public Member Functions

- CmdUndoForTest (MainWindow &mainWindow, Document &document)

  Constructor for normal creation.
- CmdUndoForTest (MainWindow &mainWindow, Document &document, const QString &cmdDescription, QXmlStreamReader &reader)

  Constructor for parsing error report file xml.
- virtual void cmdRedo ()

  Redo method that is called when QUndoStack is moved one command forward.
- virtual void cmdUndo ()

  Undo method that is called when QUndoStack is moved one command backward.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save commands as xml for later uploading.

Additional Inherited Members

5.58.1 Detailed Description

Command for performing Undo during testing.

This command is never created automatically, since when the user triggers an Undo that just results in the command stack getting backed up by one command. This command is manually created by editing an xml test file

Definition at line 20 of file CmdUndoForTest.h.

The documentation for this class was generated from the following files:

- Cmd/CmdUndoForTest.h
- Cmd/CmdUndoForTest.cpp

5.59 ColorFilter Class Reference

Class for filtering image to remove unimportant information.

`#include <ColorFilter.h>`

Public Member Functions

- ColorFilter ()

  Single constructor.
- bool colorCompare (QRgb rgb1, QRgb rgb2) const

  See if the two color values are close enough to be considered to be the same.
- void filterImage (const QImage &imageOriginal, QImage &imageFiltered, ColorFilterMode colorFilterMode, double low, double high, QRgb rgbBackground)

  Filter the original image according to the specified filtering parameters.
- QRgb marginColor (const QImage *image) const

  Identify the margin color of the image, which is defined as the most common color in the four margins.
- bool pixelFilteredIsOn (const QImage &image, int x, int y) const

  Return true if specified filtered pixel is on.
- double pixelToZeroToOneOrMinusOne (ColorFilterMode colorFilterMode, const QColor &pixel, QRgb rgb↩ Background) const

  Return pixel converted according to the current filter parameter, normalized to zero to one.
- bool pixelUnfilteredIsOn (ColorFilterMode colorFilterMode, const QColor &pixel, QRgb rgbBackground, double low0To1, double high0To1) const

  Return true if specified unfiltered pixel is on.
- int zeroToOneToValue (ColorFilterMode colorFilterMode, double s) const

  Inverse of pixelToZeroToOneOrMinusOne.

5.59.1 Detailed Description

Class for filtering image to remove unimportant information.

Definition at line 20 of file ColorFilter.h.

5.59.2 Member Function Documentation

5.59.2.1 QRgb ColorFilter::marginColor (const QImage * *image*) const

Identify the margin color of the image, which is defined as the most common color in the four margins.

For speed, only pixels in the four borders are examined, with the results from those borders safely representing the most common color of the entire margin areas.

Definition at line 73 of file ColorFilter.cpp.

5.59.2.2 double ColorFilter::pixelToZeroToOneOrMinusOne (ColorFilterMode *colorFilterMode,* const QColor & *pixel,* QRgb *rgbBackground*) const

Return pixel converted according to the current filter parameter, normalized to zero to one.

Special case is -1 for a pixel that cannot be converted, like finding hue value for gray scale pixel

Definition at line 171 of file ColorFilter.cpp.

The documentation for this class was generated from the following files:

- Color/ColorFilter.h
- Color/ColorFilter.cpp

5.60 ColorFilterEntry Struct Reference

Helper class so ColorFilter class can compute the background color.

`#include <ColorFilterEntry.h>`

Public Attributes

- QColor color

  Unique color entry.
- unsigned int count

  Number of times this color has appeared.

5.60.1 Detailed Description

Helper class so ColorFilter class can compute the background color.

Definition at line 13 of file ColorFilterEntry.h.

The documentation for this struct was generated from the following file:

- Color/ColorFilterEntry.h

5.61 ColorFilterHistogram Class Reference

Class that generates a histogram according to the current filter.

`#include <ColorFilterHistogram.h>`

Public Member Functions

- ColorFilterHistogram ()

  Single constructor.
- int binFromPixel (const ColorFilter &filter, ColorFilterMode colorFilterMode, const QColor &pixel, const QRgb &rgbBackground) const

  Compute histogram bin number from pixel according to filter.
- void generate (const ColorFilter &filter, double histogramBins[ ], ColorFilterMode colorFilterMode, const QImage &image, int &maxBinCount) const

  Generate the histogram.
- int valueFromBin (const ColorFilter &filter, ColorFilterMode colorFilterMode, int bin)

  Inverse of binFromPixel.

Static Public Member Functions

- static int HISTOGRAM_BINS ()

  Number of histogram bins.

5.61.1 Detailed Description

Class that generates a histogram according to the current filter.

Definition at line 17 of file ColorFilterHistogram.h.

5.61.2 Member Function Documentation

5.61.2.1 void ColorFilterHistogram::generate (const ColorFilter & *filter,* double *histogramBins[ ],* ColorFilterMode *colorFilterMode,* const QImage & *image,* int & *maxBinCount*) const

Generate the histogram.

The resolution is coarse since

1. finer resolution is not needed
2. this smooths out the curve

Definition at line 40 of file ColorFilterHistogram.cpp.

The documentation for this class was generated from the following files:

- Color/ColorFilterHistogram.h
- Color/ColorFilterHistogram.cpp

5.62 ColorFilterSettings Class Reference

Color filter parameters for one curve. For a class, this is handled the same as LineStyle and PointStyle.

`#include <ColorFilterSettings.h>`

Public Member Functions

- ColorFilterSettings ()

  Default constructor only for use when this class is being stored by a container that requires the default constructor.
- ColorFilterSettings (ColorFilterMode colorFilterMode, int intensityLow, int intensityHigh, int foregroundLow, int foregroundHigh, int hueLow, int hueHigh, int saturationLow, int saturationHigh, int valueLow, int valueHigh)

  Normal constructor. The style type and radius are determined by the currently selected Curve.
- ColorFilterSettings (const ColorFilterSettings &other)

  Copy constructor.
- ColorFilterSettings (QXmlStreamReader &reader)

  Constructor when loading from serialized xml.
- ColorFilterSettings & operator= (const ColorFilterSettings &other)

  Assignment operator.
- ColorFilterMode colorFilterMode () const

  Get method for filter mode.
- int foregroundHigh () const

  Get method for foreground higher bound.
- int foregroundLow () const

  Get method for foreground lower bound.
- double high () const

  High value of foreground, hue, intensity, saturation or value according to current filter mode, normalized to 0 to 1.
- int hueHigh () const

  Get method for hue higher bound.
- int hueLow () const

  Get method for hue lower bound.
- int intensityHigh () const

  Get method for intensity higher bound.
- int intensityLow () const

  Get method for intensity lower bound.
- void loadXml (QXmlStreamReader &reader)

  Load curve filter to stream.
- double low () const

  Low value of foreground, hue, intensity, saturation or value according to current filter mode, normalized to 0 to 1.
- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- int saturationHigh () const

  Get method for saturation higher bound.
- int saturationLow () const

  Get method for saturation lower bound.
- void saveXml (QXmlStreamWriter &writer, const QString &curveName) const

  Save curve filter to stream.
- void setColorFilterMode (ColorFilterMode colorFilterMode)

  Set method for filter mode.
- void setForegroundHigh (int foregroundHigh)

  Set method for foreground higher bound.
- void setForegroundLow (int foregroundLow)

  Set method for foreground lower bound.
- void setHigh (double s0To1)

  Set the high value for the current filter mode.
- void setHueHigh (int hueHigh)

  Set method for hue higher bound.

- void setHueLow (int hueLow)
  Set method for hue lower bound.
- void setIntensityHigh (int intensityHigh)
  Set method for intensity higher bound.
- void setIntensityLow (int intensityLow)
  Set method for intensity lower bound.
- void setLow (double s0To1)
  Set the low value for the current filter mode.
- void setSaturationHigh (int saturationHigh)
  Set method for saturation high.
- void setSaturationLow (int saturationLow)
  Set method for saturation low.
- void setValueHigh (int valueHigh)
  Set method for value high.
- void setValueLow (int valueLow)
  Set method for value low.
- int valueHigh () const
  Get method for value high.
- int valueLow () const
  Get method for value low.

Static Public Member Functions

- static ColorFilterSettings defaultFilter ()
  Initial default for any Curve.

5.62.1 Detailed Description

Color filter parameters for one curve. For a class, this is handled the same as LineStyle and PointStyle.

Definition at line 19 of file ColorFilterSettings.h.

5.62.2 Member Function Documentation

5.62.2.1 double ColorFilterSettings::high ( ) const

High value of foreground, hue, intensity, saturation or value according to current filter mode, normalized to 0 to 1.

Definition at line 136 of file ColorFilterSettings.cpp.

5.62.2.2 double ColorFilterSettings::low ( ) const

Low value of foreground, hue, intensity, saturation or value according to current filter mode, normalized to 0 to 1.

Definition at line 218 of file ColorFilterSettings.cpp.

The documentation for this class was generated from the following files:

- Color/ColorFilterSettings.h
- Color/ColorFilterSettings.cpp

5.63 ColorFilterSettingsStrategyAbstractBase Class Reference

Base class for strategy pattern whose subclasses process the different color filter settings modes (one strategy per mode).

`#include <ColorFilterSettingsStrategyAbstractBase.h>`

Inheritance diagram for ColorFilterSettingsStrategyAbstractBase:



Public Member Functions

- ColorFilterSettingsStrategyAbstractBase ()

  Single constructor.
- virtual double high (const ColorFilterSettings &colorFilterSettings) const =0

  Return the high value normalized to 0 to 1.
- virtual double low (const ColorFilterSettings &colorFilterSettings) const =0

  Return the low value normalized to 0 to 1.
- virtual void printStream (const ColorFilterSettings &colorFilterSettings, QString indentation, QTextStream &str) const =0

  Print the low and high values.
- virtual void setHigh (ColorFilterSettings &colorFilterSettings, double s0To1)=0

  Set the high value given the normalized value.
- virtual void setLow (ColorFilterSettings &colorFilterSettings, double s0To1)=0

  Set the low value given the normalized value.

5.63.1 Detailed Description

Base class for strategy pattern whose subclasses process the different color filter settings modes (one strategy per mode).

The strategy pattern nicely removes cyclomatic complexity from ColorFilterSettings

Definition at line 17 of file ColorFilterSettingsStrategyAbstractBase.h.

The documentation for this class was generated from the following files:

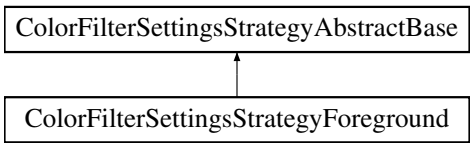
- Color/ColorFilterSettingsStrategyAbstractBase.h
- Color/ColorFilterSettingsStrategyAbstractBase.cpp

5.64 ColorFilterSettingsStrategyForeground Class Reference

Leaf class for foreground strategy for ColorFilterSettings.

`#include <ColorFilterSettingsStrategyForeground.h>`

Inheritance diagram for ColorFilterSettingsStrategyForeground:



Public Member Functions

- ColorFilterSettingsStrategyForeground ()
  Single constructor.
- virtual double high (const ColorFilterSettings &colorFilterSettings) const
  Return the high value normalized to 0 to 1.
- virtual double low (const ColorFilterSettings &colorFilterSettings) const
  Return the low value normalized to 0 to 1.
- virtual void printStream (const ColorFilterSettings &colorFilterSettings, QString indentation, QTextStream &str) const
  Print the low and high values.
- virtual void setHigh (ColorFilterSettings &colorFilterSettings, double s0To1)
  Set the high value given the normalized value.
- virtual void setLow (ColorFilterSettings &colorFilterSettings, double s0To1)
  Set the low value given the normalized value.

5.64.1 Detailed Description

Leaf class for foreground strategy for ColorFilterSettings.

Definition at line 13 of file ColorFilterSettingsStrategyForeground.h.

The documentation for this class was generated from the following files:

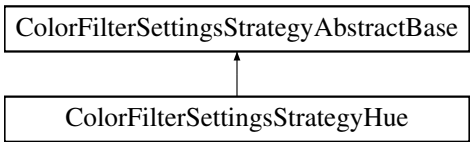
- Color/ColorFilterSettingsStrategyForeground.h
- Color/ColorFilterSettingsStrategyForeground.cpp

5.65 ColorFilterSettingsStrategyHue Class Reference

Leaf class for hue strategy for ColorFilterSettings.

`#include <ColorFilterSettingsStrategyHue.h>`

Inheritance diagram for ColorFilterSettingsStrategyHue:



Public Member Functions

- ColorFilterSettingsStrategyHue ()
  Single constructor.
- virtual double high (const ColorFilterSettings &colorFilterSettings) const
  Return the high value normalized to 0 to 1.
- virtual double low (const ColorFilterSettings &colorFilterSettings) const
  Return the low value normalized to 0 to 1.
- virtual void printStream (const ColorFilterSettings &colorFilterSettings, QString indentation, QTextStream &str) const
  Print the low and high values.
- virtual void setHigh (ColorFilterSettings &colorFilterSettings, double s0To1)
  Set the high value given the normalized value.
- virtual void setLow (ColorFilterSettings &colorFilterSettings, double s0To1)
  Set the low value given the normalized value.

5.65.1 Detailed Description

Leaf class for hue strategy for ColorFilterSettings.

Definition at line 13 of file ColorFilterSettingsStrategyHue.h.

The documentation for this class was generated from the following files:

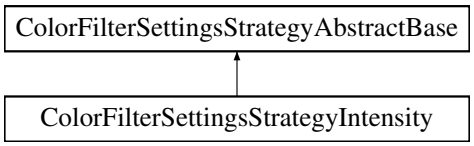
- Color/ColorFilterSettingsStrategyHue.h
- Color/ColorFilterSettingsStrategyHue.cpp

5.66 ColorFilterSettingsStrategyIntensity Class Reference

Leaf class for intensity strategy for ColorFilterSettings.

`#include <ColorFilterSettingsStrategyIntensity.h>`

Inheritance diagram for ColorFilterSettingsStrategyIntensity:



Public Member Functions

- ColorFilterSettingsStrategyIntensity ()

  Single constructor.
- virtual double high (const ColorFilterSettings &colorFilterSettings) const

  Return the high value normalized to 0 to 1.
- virtual double low (const ColorFilterSettings &colorFilterSettings) const

  Return the low value normalized to 0 to 1.
- virtual void printStream (const ColorFilterSettings &colorFilterSettings, QString indentation, QTextStream &str) const

  Print the low and high values.
- virtual void setHigh (ColorFilterSettings &colorFilterSettings, double s0To1)

  Set the high value given the normalized value.
- virtual void setLow (ColorFilterSettings &colorFilterSettings, double s0To1)

  Set the low value given the normalized value.

5.66.1 Detailed Description

Leaf class for intensity strategy for ColorFilterSettings.

Definition at line 13 of file ColorFilterSettingsStrategyIntensity.h.

The documentation for this class was generated from the following files:

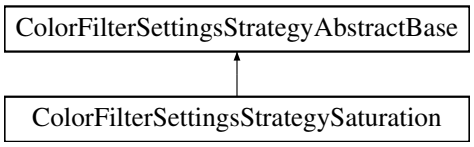
- Color/ColorFilterSettingsStrategyIntensity.h
- Color/ColorFilterSettingsStrategyIntensity.cpp

5.67 ColorFilterSettingsStrategySaturation Class Reference

Leaf class for saturation strategy for ColorFilterSettings.

`#include <ColorFilterSettingsStrategySaturation.h>`

Inheritance diagram for ColorFilterSettingsStrategySaturation:



Public Member Functions

- ColorFilterSettingsStrategySaturation ()
  Single constructor.
- virtual double high (const ColorFilterSettings &colorFilterSettings) const
  Return the high value normalized to 0 to 1.
- virtual double low (const ColorFilterSettings &colorFilterSettings) const
  Return the low value normalized to 0 to 1.
- virtual void printStream (const ColorFilterSettings &colorFilterSettings, QString indentation, QTextStream &str) const
  Print the low and high values.
- virtual void setHigh (ColorFilterSettings &colorFilterSettings, double s0To1)
  Set the high value given the normalized value.
- virtual void setLow (ColorFilterSettings &colorFilterSettings, double s0To1)
  Set the low value given the normalized value.

5.67.1 Detailed Description

Leaf class for saturation strategy for ColorFilterSettings.

Definition at line 13 of file ColorFilterSettingsStrategySaturation.h.

The documentation for this class was generated from the following files:

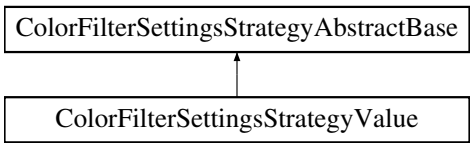
- Color/ColorFilterSettingsStrategySaturation.h
- Color/ColorFilterSettingsStrategySaturation.cpp

5.68 ColorFilterSettingsStrategyValue Class Reference

Leaf class for value strategy for ColorFilterSettings.

`#include <ColorFilterSettingsStrategyValue.h>`

Inheritance diagram for ColorFilterSettingsStrategyValue:



Public Member Functions

- ColorFilterSettingsStrategyValue ()

  Single constructor.
- virtual double high (const ColorFilterSettings &colorFilterSettings) const

  Return the high value normalized to 0 to 1.
- virtual double low (const ColorFilterSettings &colorFilterSettings) const

  Return the low value normalized to 0 to 1.
- virtual void printStream (const ColorFilterSettings &colorFilterSettings, QString indentation, QTextStream &str) const

  Print the low and high values.
- virtual void setHigh (ColorFilterSettings &colorFilterSettings, double s0To1)

  Set the high value given the normalized value.
- virtual void setLow (ColorFilterSettings &colorFilterSettings, double s0To1)

  Set the low value given the normalized value.

5.68.1 Detailed Description

Leaf class for value strategy for ColorFilterSettings.

Definition at line 13 of file ColorFilterSettingsStrategyValue.h.

The documentation for this class was generated from the following files:

- Color/ColorFilterSettingsStrategyValue.h
- Color/ColorFilterSettingsStrategyValue.cpp

5.69 ColorFilterStrategyAbstractBase Class Reference

Base class for strategy pattern whose subclasses process the different color filter settings modes (one strategy per mode).

```
#include <ColorFilterStrategyAbstractBase.h>
```

Inheritance diagram for ColorFilterStrategyAbstractBase:



Public Member Functions

- ColorFilterStrategyAbstractBase ()

  Single constructor.
- virtual double pixelToZeroToOne (const QColor &pixel, QRgb rgbBackground) const =0

  Return a normalized value of 0 to 1 given input pixel.
- virtual int zeroToOneToValue (double s) const =0

  Return the low value normalized to 0 to 1.

5.69.1 Detailed Description

Base class for strategy pattern whose subclasses process the different color filter settings modes (one strategy per mode).

The strategy pattern nicely removes cyclomatic complexity from ColorFilter

Definition at line 19 of file ColorFilterStrategyAbstractBase.h.

The documentation for this class was generated from the following files:

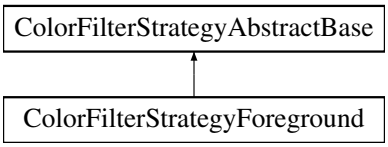
- Color/ColorFilterStrategyAbstractBase.h
- Color/ColorFilterStrategyAbstractBase.cpp

5.70 ColorFilterStrategyForeground Class Reference

Leaf class for foreground strategy for ColorFilter.

`#include <ColorFilterStrategyForeground.h>`

Inheritance diagram for ColorFilterStrategyForeground:



Public Member Functions

- ColorFilterStrategyForeground ()

  Single constructor.
- virtual double pixelToZeroToOne (const QColor &pixel, QRgb rgbBackground) const

  Return a normalized value of 0 to 1 given input pixel.
- virtual int zeroToOneToValue (double s) const

  Return the low value normalized to 0 to 1.

5.70.1 Detailed Description

Leaf class for foreground strategy for ColorFilter.

Definition at line 13 of file ColorFilterStrategyForeground.h.

The documentation for this class was generated from the following files:

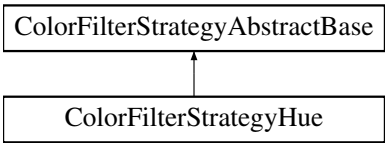
- Color/ColorFilterStrategyForeground.h
- Color/ColorFilterStrategyForeground.cpp

5.71 ColorFilterStrategyHue Class Reference

Leaf class for hue strategy for ColorFilter.

`#include <ColorFilterStrategyHue.h>`

Inheritance diagram for ColorFilterStrategyHue:



Public Member Functions

- ColorFilterStrategyHue ()
  Single constructor.
- virtual double pixelToZeroToOne (const QColor &pixel, QRgb rgbBackground) const
  Return a normalized value of 0 to 1 given input pixel.
- virtual int zeroToOneToValue (double s) const
  Return the low value normalized to 0 to 1.

5.71.1 Detailed Description

Leaf class for hue strategy for ColorFilter.

Definition at line 13 of file ColorFilterStrategyHue.h.

The documentation for this class was generated from the following files:

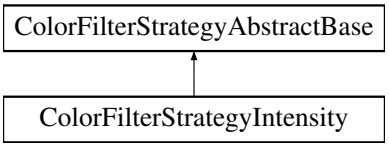
- Color/ColorFilterStrategyHue.h
- Color/ColorFilterStrategyHue.cpp

5.72 ColorFilterStrategyIntensity Class Reference

Leaf class for intensity strategy for ColorFilter.

`#include <ColorFilterStrategyIntensity.h>`

Inheritance diagram for ColorFilterStrategyIntensity:



Public Member Functions

- ColorFilterStrategyIntensity ()

  Single constructor.
- virtual double pixelToZeroToOne (const QColor &pixel, QRgb rgbBackground) const

  Return a normalized value of 0 to 1 given input pixel.
- virtual int zeroToOneToValue (double s) const

  Return the low value normalized to 0 to 1.

5.72.1 Detailed Description

Leaf class for intensity strategy for ColorFilter.

Definition at line 13 of file ColorFilterStrategyIntensity.h.

The documentation for this class was generated from the following files:

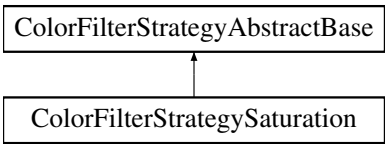
- Color/ColorFilterStrategyIntensity.h
- Color/ColorFilterStrategyIntensity.cpp

5.73 ColorFilterStrategySaturation Class Reference

Leaf class for saturation strategy for ColorFilter.

```
#include <ColorFilterStrategySaturation.h>
```

Inheritance diagram for ColorFilterStrategySaturation:



Public Member Functions

- ColorFilterStrategySaturation ()

  Single constructor.
- virtual double pixelToZeroToOne (const QColor &pixel, QRgb rgbBackground) const

  Return a normalized value of 0 to 1 given input pixel.
- virtual int zeroToOneToValue (double s) const

  Return the low value normalized to 0 to 1.

5.73.1 Detailed Description

Leaf class for saturation strategy for ColorFilter.

Definition at line 13 of file ColorFilterStrategySaturation.h.

The documentation for this class was generated from the following files:

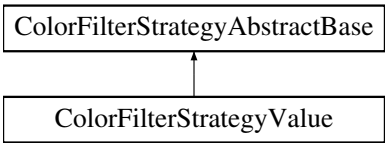
- Color/ColorFilterStrategySaturation.h
- Color/ColorFilterStrategySaturation.cpp

5.74 ColorFilterStrategyValue Class Reference

Leaf class for value strategy for ColorFilter.

`#include <ColorFilterStrategyValue.h>`

Inheritance diagram for ColorFilterStrategyValue:



Public Member Functions

- ColorFilterStrategyValue ()

  Single constructor.
- virtual double pixelToZeroToOne (const QColor &pixel, QRgb rgbBackground) const

  Return a normalized value of 0 to 1 given input pixel.
- virtual int zeroToOneToValue (double s) const

  Return the low value normalized to 0 to 1.

5.74.1 Detailed Description

Leaf class for value strategy for ColorFilter.

Definition at line 13 of file ColorFilterStrategyValue.h.

The documentation for this class was generated from the following files:

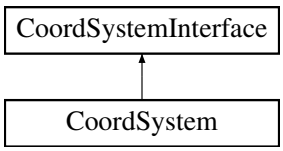
- Color/ColorFilterStrategyValue.h
- Color/ColorFilterStrategyValue.cpp

5.75 CoordSystem Class Reference

Storage of data belonging to one coordinate system.

`#include <CoordSystem.h>`

Inheritance diagram for CoordSystem:



Public Member Functions

- CoordSystem (DocumentAxesPointsRequired documentAxesPointsRequired)

  Single constructor.
- CoordSystem (const QString &fileName)

  Constructor for opened Graphs, and error report files. The specified file is opened and read.
- virtual void addGraphCurveAtEnd (const QString &curveName)

  Add new graph curve to the list of existing graph curves.
- virtual void addPointAxisWithGeneratedIdentifier (const QPointF &posScreen, const QPointF &posGraph, QString &identifier, double ordinal, bool isXOnly)

  Add a single axis point with a generated point identifier.
- virtual void addPointAxisWithSpecifiedIdentifier (const QPointF &posScreen, const QPointF &posGraph, const QString &identifier, double ordinal, bool isXOnly)

  Add a single axis point with the specified point identifier.
- virtual void addPointGraphWithGeneratedIdentifier (const QString &curveName, const QPointF &posScreen, QString &generatedIentifier, double ordinal)

  Add a single graph point with a generated point identifier.
- virtual void addPointGraphWithSpecifiedIdentifier (const QString &curveName, const QPointF &posScreen, const QString &identifier, double ordinal)

  Add a single graph point with the specified point identifer. Note that PointStyle is not applied to the point within the Graph.
- virtual void addPointsInCurvesGraphs (CurvesGraphs &curvesGraphs)

  Add all points identified in the specified CurvesGraphs. See also removePointsInCurvesGraphs.
- virtual void checkAddPointAxis (const QPointF &posScreen, const QPointF &posGraph, bool &isError, QString &errorMessage, bool isXOnly)

  Check before calling addPointAxis. Also returns the next available ordinal number (to prevent clashes)
- virtual void checkEditPointAxis (const QString &pointIdentifier, const QPointF &posScreen, const QPointF &posGraph, bool &isError, QString &errorMessage)

  Check before calling editPointAxis.
- virtual const Curve & curveAxes () const

  Get method for axis curve.
- virtual Curve * curveForCurveName (const QString &curveName)

  See CurvesGraphs::curveForCurveName, although this also works for AXIS_CURVE_NAME.
- virtual const Curve * curveForCurveName (const QString &curveName) const

  See CurvesGraphs::curveForCurveNames, although this also works for AXIS_CURVE_NAME.
- virtual const CurvesGraphs & curvesGraphs () const

  Make all Curves available, read only, for CmdAbstract classes only.

- virtual QStringList curvesGraphsNames () const

  See CurvesGraphs::curvesGraphsNames.
- virtual int curvesGraphsNumPoints (const QString &curveName) const

  See CurvesGraphs::curvesGraphsNumPoints.
- virtual void editPointAxis (const QPointF &posGraph, const QString &identifier)

  Edit the graph coordinates of a single axis point. Call this after checkAddPointAxis to guarantee success in this call.
- virtual void editPointGraph (bool isX, bool isY, double x, double y, const QStringList &identifiers, const Transformation &transformation)

  Edit the graph coordinates of one or more graph points.
- bool isXOnly (const QString &pointIdentifier) const

  Return true if y coordinate is undefined, otherwise x coordinae is undefined in DOCUMENT_AXES_POINT_REQ↩ UIRE_4 mode.
- virtual void iterateThroughCurvePointsAxes (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback)

  See Curve::iterateThroughCurvePoints, for the axes curve.
- virtual void iterateThroughCurvePointsAxes (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback) const

  See Curve::iterateThroughCurvePoints, for the axes curve.
- virtual void iterateThroughCurveSegments (const QString &curveName, const Functor2wRet< const Point &, const Point &, CallbackSearchReturn > &ftorWithCallback) const

  See Curve::iterateThroughCurveSegments, for any axes or graph curve.
- virtual void iterateThroughCurvesPointsGraphs (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback)

  See Curve::iterateThroughCurvePoints, for all the graphs curves.
- virtual void iterateThroughCurvesPointsGraphs (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback) const

  See Curve::iterateThroughCurvePoints, for all the graphs curves.
- virtual bool loadCurvesFile (const QString &curvesFile)

  Load the curve names in the specified Engauge file into the current graph. This is called near the end of the import process only.
- void loadPreVersion6 (QDataStream &str, double version)

  Load from file in pre-version 6 format.
- void loadVersion6 (QXmlStreamReader &reader)

  Load from file in version 6 format.
- void loadVersions7AndUp (QXmlStreamReader &reader, DocumentAxesPointsRequired documentAxes↩ PointsRequired)

  Load from file in versions 7 and 8 formats.
- virtual DocumentModelAxesChecker modelAxesChecker () const

  Get method for DocumentModelAxesChecker.
- virtual DocumentModelColorFilter modelColorFilter () const

  Get method for DocumentModelColorFilter.
- virtual DocumentModelCoords modelCoords () const

  Get method for DocumentModelCoords.
- virtual CurveStyles modelCurveStyles () const

  Get method for CurveStyles.
- virtual DocumentModelDigitizeCurve modelDigitizeCurve () const

  Get method for DocumentModelDigitizeCurve.
- virtual DocumentModelExportFormat modelExport () const

  Get method for DocumentModelExportFormat.
- virtual DocumentModelGeneral modelGeneral () const

  Get method for DocumentModelGeneral.
- virtual DocumentModelGridDisplay modelGridDisplay () const

Get method for DocumentModelGridDisplay.

- virtual DocumentModelGridRemoval modelGridRemoval () const

  Get method for DocumentModelGridRemoval.
- virtual DocumentModelPointMatch modelPointMatch () const

  Get method for DocumentModelPointMatch.
- virtual DocumentModelSegments modelSegments () const

  Get method for DocumentModelSegments.
- virtual void movePoint (const QString &pointIdentifier, const QPointF &deltaScreen)

  See Curve::movePoint.
- virtual int nextOrdinalForCurve (const QString &curveName) const

  Default next ordinal value for specified curve.
- virtual QPointF positionGraph (const QString &pointIdentifier) const

  See Curve::positionGraph.
- virtual QPointF positionScreen (const QString &pointIdentifier) const

  See Curve::positionScreen.
- virtual void print () const

  Debugging method for printing directly from symbolic debugger.
- virtual void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- virtual QString reasonForUnsuccessfulRead () const

  Return an informative text message explaining why startup loading failed. Applies if successfulRead returns false.
- virtual void removePointAxis (const QString &identifier)

  Perform the opposite of addPointAxis.
- virtual void removePointGraph (const QString &identifier)

  Perform the opposite of addPointGraph.
- virtual void removePointsInCurvesGraphs (CurvesGraphs &curvesGraphs)

  Remove all points identified in the specified CurvesGraphs. See also addPointsInCurvesGraphs.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save graph to xml.
- virtual QString selectedCurveName () const

  Currently selected curve name. This is used to set the selected curve combobox in MainWindow.
- virtual void setCurveAxes (const Curve &curveAxes)

  Let CmdAbstract classes overwrite axes Curve. Applies to current coordinate system.
- virtual void setCurvesGraphs (const CurvesGraphs &curvesGraphs)

  Let CmdAbstract classes overwrite CurvesGraphs. Applies to current coordinate system.
- virtual void setModelAxesChecker (const DocumentModelAxesChecker &modelAxesChecker)

  Set method for DocumentModelAxesChecker.
- virtual void setModelColorFilter (const DocumentModelColorFilter &modelColorFilter)

  Set method for DocumentModelColorFilter.
- virtual void setModelCoords (const DocumentModelCoords &modelCoords)

  Set method for DocumentModelCoords.
- virtual void setModelCurveStyles (const CurveStyles &modelCurveStyles)

  Set method for CurveStyles.
- virtual void setModelDigitizeCurve (const DocumentModelDigitizeCurve &modelDigitizeCurve)

  Set method for DocumentModelDigitizeCurve.
- virtual void setModelExport (const DocumentModelExportFormat &modelExport)

  Set method for DocumentModelExportFormat.
- virtual void setModelGeneral (const DocumentModelGeneral &modelGeneral)

  Set method for DocumentModelGeneral.
- virtual void setModelGridDisplay (const DocumentModelGridDisplay &modelGridDisplay)

  Set method for DocumentModelGridDisplay.

- virtual void setModelGridRemoval (const DocumentModelGridRemoval &modelGridRemoval)

  Set method for DocumentModelGridRemoval.
- void setModelPointMatch (const DocumentModelPointMatch &modelPointMatch)

  Set method for DocumentModelPointMatch.
- virtual void setModelSegments (const DocumentModelSegments &modelSegments)

  Set method for DocumentModelSegments.
- virtual void setSelectedCurveName (const QString &selectedCurveName)

  Save curve name that is selected for the current coordinate system, for the next time the coordinate system reappears.
- virtual bool successfulRead () const

  Return true if startup loading succeeded. If the loading failed then reasonForUnsuccessfulRed will explain why.
- virtual void updatePointOrdinals (const Transformation &transformation)

  Update point ordinals after point addition/removal or dragging.

5.75.1 Detailed Description

Storage of data belonging to one coordinate system.

There can be one or more coordinate systems per graph, and one or more graphs in the image belonging to a Document

Definition at line 42 of file CoordSystem.h.

5.75.2 Member Function Documentation

5.75.2.1 void CoordSystem::addPointAxisWithGeneratedIdentifier (const QPointF & *posScreen,* const QPointF & *posGraph,* QString & *identifier,* double *ordinal,* bool *isXOnly*) [virtual]

Add a single axis point with a generated point identifier.

Call this after checkAddPointAxis to guarantee success in this call.

Parameters

posScreen	Screen coordinates from QGraphicsView
posGraph	Graph coordiantes from user
identifier	Identifier for new axis point
ordinal	Unique, for curve, ordinal number
isXOnly	True if graph coordinates have only x coordinate

Implements CoordSystemInterface.

Definition at line 68 of file CoordSystem.cpp.

5.75.2.2 void CoordSystem::addPointAxisWithSpecifiedIdentifier (const QPointF & *posScreen,* const QPointF & *posGraph,* const QString & *identifier,* double *ordinal,* bool *isXOnly*) [virtual]

Add a single axis point with the specified point identifier.

Call this after checkAddPointAxis to guarantee success in this call.

Parameters

posScreen	Screen coordinates from QGraphicsView
posGraph	Graph coordiantes from user
identifier	Identifier for new axis point
ordinal	Unique, for curve, ordinal number
isXOnly	True if graph coordinates have only x coordinate

Implements CoordSystemInterface.

Definition at line 90 of file CoordSystem.cpp.

5.75.2.3 bool CoordSystem::isXOnly (const QString & *pointIdentifier*) const

Return true if y coordinate is undefined, otherwise x coordinae is undefined in DOCUMENT_AXES_POINT_RE↩ QUIRE_4 mode.

Applies to axes points only

Definition at line 296 of file CoordSystem.cpp.

5.75.2.4 void CoordSystem::updatePointOrdinals (const Transformation & *transformation*) [virtual]

Update point ordinals after point addition/removal or dragging.

See GraphicsScene::updatePointOrdinalsAfterDrag. Graph coordinates of point must be up to date

Implements CoordSystemInterface.

Definition at line 943 of file CoordSystem.cpp.

The documentation for this class was generated from the following files:

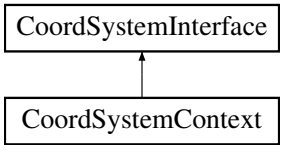
- CoordSystem/CoordSystem.h
- CoordSystem/CoordSystem.cpp

5.76 CoordSystemContext Class Reference

This class plays the role of context class in a state machine, although the 'states' are actually different instantiations of the CoordSystem class.

`#include <CoordSystemContext.h>`

Inheritance diagram for CoordSystemContext:



Public Member Functions

- CoordSystemContext ()

  Default constructor for constructing from opened file.
- void addCoordSystems (DocumentAxesPointsRequired documentAxesPointsRequired, unsigned int numberCoordSystemToAdd)

  Add specified number of coordinate systems to the original one created by the constructor.
- virtual void addGraphCurveAtEnd (const QString &curveName)

  Add new graph curve to the list of existing graph curves.
- virtual void addPointAxisWithGeneratedIdentifier (const QPointF &posScreen, const QPointF &posGraph, QString &identifier, double ordinal, bool isXOnly)

  Add a single axis point with a generated point identifier.
- virtual void addPointAxisWithSpecifiedIdentifier (const QPointF &posScreen, const QPointF &posGraph, const QString &identifier, double ordinal, bool isXOnly)

  Add a single axis point with the specified point identifier.
- virtual void addPointGraphWithGeneratedIdentifier (const QString &curveName, const QPointF &posScreen, QString &generatedIentifier, double ordinal)

  Add a single graph point with a generated point identifier.
- virtual void addPointGraphWithSpecifiedIdentifier (const QString &curveName, const QPointF &posScreen, const QString &identifier, double ordinal)

  Add a single graph point with the specified point identifer. Note that PointStyle is not applied to the point within the Graph.
- virtual void addPointsInCurvesGraphs (CurvesGraphs &curvesGraphs)

  Add all points identified in the specified CurvesGraphs. See also removePointsInCurvesGraphs.
- virtual void checkAddPointAxis (const QPointF &posScreen, const QPointF &posGraph, bool &isError, QString &errorMessage, bool isXOnly)

  Check before calling addPointAxis. Also returns the next available ordinal number (to prevent clashes)
- virtual void checkEditPointAxis (const QString &pointIdentifier, const QPointF &posScreen, const QPointF &posGraph, bool &isError, QString &errorMessage)

  Check before calling editPointAxis.
- const CoordSystem & coordSystem () const

  Current CoordSystem.
- unsigned int coordSystemCount () const

  Number of CoordSystem.
- CoordSystemIndex coordSystemIndex () const

  Index of current CoordSystem.
- virtual const Curve & curveAxes () const

  Get method for axis curve.
- virtual Curve * curveForCurveName (const QString &curveName)

  See CurvesGraphs::curveForCurveName, although this also works for AXIS_CURVE_NAME.
- virtual const Curve * curveForCurveName (const QString &curveName) const

  See CurvesGraphs::curveForCurveNames, although this also works for AXIS_CURVE_NAME.
- virtual const CurvesGraphs & curvesGraphs () const

  Make all Curves available, read only, for CmdAbstract classes only.
- virtual QStringList curvesGraphsNames () const

  See CurvesGraphs::curvesGraphsNames.
- virtual int curvesGraphsNumPoints (const QString &curveName) const

  See CurvesGraphs::curvesGraphsNumPoints.
- virtual void editPointAxis (const QPointF &posGraph, const QString &identifier)

  Edit the graph coordinates of a single axis point. Call this after checkAddPointAxis to guarantee success in this call.
- virtual void editPointGraph (bool isX, bool isY, double x, double y, const QStringList &identifiers, const Transformation &transformation)

Edit the graph coordinates of one or more graph points.

- bool isXOnly (const QString &pointIdentifier) const

  True/false if y/x value is empty.

- virtual void iterateThroughCurvePointsAxes (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback)

  See Curve::iterateThroughCurvePoints, for the axes curve.

- virtual void iterateThroughCurvePointsAxes (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback) const

  See Curve::iterateThroughCurvePoints, for the axes curve.

- virtual void iterateThroughCurveSegments (const QString &curveName, const Functor2wRet< const Point &, const Point &, CallbackSearchReturn > &ftorWithCallback) const

  See Curve::iterateThroughCurveSegments, for any axes or graph curve.

- virtual void iterateThroughCurvesPointsGraphs (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback)

  See Curve::iterateThroughCurvePoints, for all the graphs curves.

- virtual void iterateThroughCurvesPointsGraphs (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback) const

  See Curve::iterateThroughCurvePoints, for all the graphs curves.

- virtual bool loadCurvesFile (const QString &curvesFile)

  Load the curve names in the specified Engauge file into the current graph. This is called near the end of the import process only.

- void loadPreVersion6 (QDataStream &str, double version)

  Load from file in pre-version 6 format.

- void loadVersion6 (QXmlStreamReader &reader)

  Load from file in version 6 format, into the single CoordSystem.

- void loadVersions7AndUp (QXmlStreamReader &reader, DocumentAxesPointsRequired documentAxes↩ PointsRequired)

  Load one CoordSystem from file in version 7 format or newer, into the most recent CoordSystem which was just created before the call to this method.

- virtual DocumentModelAxesChecker modelAxesChecker () const

  Get method for DocumentModelAxesChecker.

- virtual DocumentModelColorFilter modelColorFilter () const

  Get method for DocumentModelColorFilter.

- virtual DocumentModelCoords modelCoords () const

  Get method for DocumentModelCoords.

- virtual CurveStyles modelCurveStyles () const

  Get method for CurveStyles.

- virtual DocumentModelDigitizeCurve modelDigitizeCurve () const

  Get method for DocumentModelDigitizeCurve.

- virtual DocumentModelExportFormat modelExport () const

  Get method for DocumentModelExportFormat.

- virtual DocumentModelGeneral modelGeneral () const

  Get method for DocumentModelGeneral.

- virtual DocumentModelGridDisplay modelGridDisplay () const

  Get method for DocumentModelGridDisplay.

- virtual DocumentModelGridRemoval modelGridRemoval () const

  Get method for DocumentModelGridRemoval.

- virtual DocumentModelPointMatch modelPointMatch () const

  Get method for DocumentModelPointMatch.

- virtual DocumentModelSegments modelSegments () const

  Get method for DocumentModelSegments.

- virtual void movePoint (const QString &pointIdentifier, const QPointF &deltaScreen)

See Curve::movePoint.

- virtual int nextOrdinalForCurve (const QString &curveName) const

  Default next ordinal value for specified curve.
- virtual QPointF positionGraph (const QString &pointIdentifier) const

  See Curve::positionGraph.
- virtual QPointF positionScreen (const QString &pointIdentifier) const

  See Curve::positionScreen.
- virtual void print () const

  Debugging method for printing directly from symbolic debugger.
- virtual void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- virtual QString reasonForUnsuccessfulRead () const

  Return an informative text message explaining why startup loading failed. Applies if successfulRead returns false.
- virtual void removePointAxis (const QString &identifier)

  Perform the opposite of addPointAxis.
- virtual void removePointGraph (const QString &identifier)

  Perform the opposite of addPointGraph.
- virtual void removePointsInCurvesGraphs (CurvesGraphs &curvesGraphs)

  Remove all points identified in the specified CurvesGraphs. See also addPointsInCurvesGraphs.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save graph to xml.
- virtual QString selectedCurveName () const

  Currently selected curve name. This is used to set the selected curve combobox in MainWindow.
- void setCoordSystemIndex (CoordSystemIndex coordSystemIndex)

  Index of current CoordSystem.
- virtual void setCurveAxes (const Curve &curveAxes)

  Let CmdAbstract classes overwrite axes Curve. Applies to current coordinate system.
- virtual void setCurvesGraphs (const CurvesGraphs &curvesGraphs)

  Let CmdAbstract classes overwrite CurvesGraphs. Applies to current coordinate system.
- virtual void setModelAxesChecker (const DocumentModelAxesChecker &modelAxesChecker)

  Set method for DocumentModelAxesChecker.
- virtual void setModelColorFilter (const DocumentModelColorFilter &modelColorFilter)

  Set method for DocumentModelColorFilter.
- virtual void setModelCoords (const DocumentModelCoords &modelCoords)

  Set method for DocumentModelCoords.
- virtual void setModelCurveStyles (const CurveStyles &modelCurveStyles)

  Set method for CurveStyles.
- virtual void setModelDigitizeCurve (const DocumentModelDigitizeCurve &modelDigitizeCurve)

  Set method for DocumentModelDigitizeCurve.
- virtual void setModelExport (const DocumentModelExportFormat &modelExport)

  Set method for DocumentModelExportFormat.
- virtual void setModelGeneral (const DocumentModelGeneral &modelGeneral)

  Set method for DocumentModelGeneral.
- virtual void setModelGridDisplay (const DocumentModelGridDisplay &modelGridDisplay)

  Set method for DocumentModelGridDisplay.
- virtual void setModelGridRemoval (const DocumentModelGridRemoval &modelGridRemoval)

  Set method for DocumentModelGridRemoval.
- void setModelPointMatch (const DocumentModelPointMatch &modelPointMatch)

  Set method for DocumentModelPointMatch.
- virtual void setModelSegments (const DocumentModelSegments &modelSegments)

  Set method for DocumentModelSegments.

- virtual void setSelectedCurveName (const QString &selectedCurveName)

  Save curve name that is selected for the current coordinate system, for the next time the coordinate system reappears.
- virtual bool successfulRead () const

  Return true if startup loading succeeded. If the loading failed then reasonForUnsuccessfulRed will explain why.
- virtual void updatePointOrdinals (const Transformation &transformation)

  Update point ordinals after point addition/removal or dragging.

5.76.1 Detailed Description

This class plays the role of context class in a state machine, although the 'states' are actually different instantiations of the CoordSystem class.

At any point in time, one CoordSystem is active (as selected by the user)

Definition at line 24 of file CoordSystemContext.h.

5.76.2 Member Function Documentation

5.76.2.1 void CoordSystemContext::addPointAxisWithGeneratedIdentifier (const QPointF & *posScreen,* const QPointF & *posGraph,* QString & *identifier,* double *ordinal,* bool *isXOnly*) [virtual]

Add a single axis point with a generated point identifier.

Call this after checkAddPointAxis to guarantee success in this call.

Parameters

posScreen	Screen coordinates from QGraphicsView
posGraph	Graph coordiantes from user
identifier	Identifier for new axis point
ordinal	Unique, for curve, ordinal number
isXOnly	True if graph coordinates have only x coordinate

Implements CoordSystemInterface.

Definition at line 51 of file CoordSystemContext.cpp.

5.76.2.2 void CoordSystemContext::addPointAxisWithSpecifiedIdentifier (const QPointF & *posScreen,* const QPointF & *posGraph,* const QString & *identifier,* double *ordinal,* bool *isXOnly*) [virtual]

Add a single axis point with the specified point identifier.

Call this after checkAddPointAxis to guarantee success in this call.

Parameters

posScreen	Screen coordinates from QGraphicsView
posGraph	Graph coordiantes from user
identifier	Identifier for new axis point
ordinal	Unique, for curve, ordinal number
isXOnly	True if graph coordinates have only x coordinate

Implements CoordSystemInterface.

Definition at line 66 of file CoordSystemContext.cpp.

5.76.2.3 void CoordSystemContext::updatePointOrdinals (const Transformation & *transformation*) [virtual]

Update point ordinals after point addition/removal or dragging.

See GraphicsScene::updatePointOrdinalsAfterDrag. Graph coordinates of point must be up to date

Implements CoordSystemInterface.

Definition at line 584 of file CoordSystemContext.cpp.

The documentation for this class was generated from the following files:

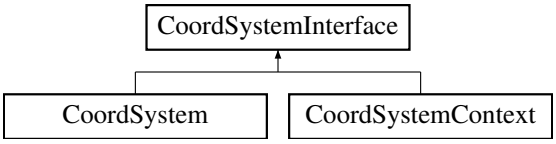
- CoordSystem/CoordSystemContext.h
- CoordSystem/CoordSystemContext.cpp

5.77 CoordSystemInterface Class Reference

Interface common to CoordSystemContext and CoordSystem classes.

`#include <CoordSystemInterface.h>`

Inheritance diagram for CoordSystemInterface:



Public Member Functions

- CoordSystemInterface ()

  Single constructor.
- virtual void addGraphCurveAtEnd (const QString &curveName)=0

  Add new graph curve to the list of existing graph curves.
- virtual void addPointAxisWithGeneratedIdentifier (const QPointF &posScreen, const QPointF &posGraph, QString &identifier, double ordinal, bool isXOnly)=0

  Add a single axis point with a generated point identifier.
- virtual void addPointAxisWithSpecifiedIdentifier (const QPointF &posScreen, const QPointF &posGraph, const QString &identifier, double ordinal, bool isXOnly)=0

  Add a single axis point with the specified point identifier.
- virtual void addPointGraphWithGeneratedIdentifier (const QString &curveName, const QPointF &posScreen, QString &generatedIentifier, double ordinal)=0

  Add a single graph point with a generated point identifier.
- virtual void addPointGraphWithSpecifiedIdentifier (const QString &curveName, const QPointF &posScreen, const QString &identifier, double ordinal)=0

Add a single graph point with the specified point identifer. Note that PointStyle is not applied to the point within the Graph.

- virtual void addPointsInCurvesGraphs (CurvesGraphs &curvesGraphs)=0

  Add all points identified in the specified CurvesGraphs. See also removePointsInCurvesGraphs.

- virtual void checkAddPointAxis (const QPointF &posScreen, const QPointF &posGraph, bool &isError, QString &errorMessage, bool isXOnly)=0

  Check before calling addPointAxis. Also returns the next available ordinal number (to prevent clashes)

- virtual void checkEditPointAxis (const QString &pointIdentifier, const QPointF &posScreen, const QPointF &posGraph, bool &isError, QString &errorMessage)=0

  Check before calling editPointAxis.

- virtual const Curve & curveAxes () const =0

  Get method for axis curve.

- virtual Curve * curveForCurveName (const QString &curveName)=0

  See CurvesGraphs::curveForCurveName, although this also works for AXIS_CURVE_NAME.

- virtual const Curve * curveForCurveName (const QString &curveName) const =0

  See CurvesGraphs::curveForCurveNames, although this also works for AXIS_CURVE_NAME.

- virtual const CurvesGraphs & curvesGraphs () const =0

  Make all Curves available, read only, for CmdAbstract classes only.

- virtual QStringList curvesGraphsNames () const =0

  See CurvesGraphs::curvesGraphsNames.

- virtual int curvesGraphsNumPoints (const QString &curveName) const =0

  See CurvesGraphs::curvesGraphsNumPoints.

- virtual void editPointAxis (const QPointF &posGraph, const QString &identifier)=0

  Edit the graph coordinates of a single axis point. Call this after checkAddPointAxis to guarantee success in this call.

- virtual void editPointGraph (bool isX, bool isY, double x, double y, const QStringList &identifiers, const Transformation &transformation)=0

  Edit the graph coordinates of one or more graph points.

- virtual void iterateThroughCurvePointsAxes (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback)=0

  See Curve::iterateThroughCurvePoints, for the axes curve.

- virtual void iterateThroughCurvePointsAxes (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback) const =0

  See Curve::iterateThroughCurvePoints, for the axes curve.

- virtual void iterateThroughCurveSegments (const QString &curveName, const Functor2wRet< const Point &, const Point &, CallbackSearchReturn > &ftorWithCallback) const =0

  See Curve::iterateThroughCurveSegments, for any axes or graph curve.

- virtual void iterateThroughCurvesPointsGraphs (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback)=0

  See Curve::iterateThroughCurvePoints, for all the graphs curves.

- virtual void iterateThroughCurvesPointsGraphs (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback) const =0

  See Curve::iterateThroughCurvePoints, for all the graphs curves.

- virtual bool loadCurvesFile (const QString &curvesFile)=0

  Load the curve names in the specified Engauge file into the current graph. This is called near the end of the import process only.

- virtual DocumentModelAxesChecker modelAxesChecker () const =0

  Get method for DocumentModelAxesChecker.

- virtual DocumentModelColorFilter modelColorFilter () const =0

  Get method for DocumentModelColorFilter.

- virtual DocumentModelCoords modelCoords () const =0

  Get method for DocumentModelCoords.

- virtual CurveStyles modelCurveStyles () const =0

Get method for CurveStyles.

- virtual DocumentModelDigitizeCurve modelDigitizeCurve () const =0

  Get method for DocumentModelDigitizeCurve.
- virtual DocumentModelExportFormat modelExport () const =0

  Get method for DocumentModelExportFormat.
- virtual DocumentModelGeneral modelGeneral () const =0

  Get method for DocumentModelGeneral.
- virtual DocumentModelGridDisplay modelGridDisplay () const =0

  Get method for DocumentModelGridDisplay.
- virtual DocumentModelGridRemoval modelGridRemoval () const =0

  Get method for DocumentModelGridRemoval.
- virtual DocumentModelPointMatch modelPointMatch () const =0

  Get method for DocumentModelPointMatch.
- virtual DocumentModelSegments modelSegments () const =0

  Get method for DocumentModelSegments.
- virtual void movePoint (const QString &pointIdentifier, const QPointF &deltaScreen)=0

  See Curve::movePoint.
- virtual int nextOrdinalForCurve (const QString &curveName) const =0

  Default next ordinal value for specified curve.
- virtual QPointF positionGraph (const QString &pointIdentifier) const =0

  See Curve::positionGraph.
- virtual QPointF positionScreen (const QString &pointIdentifier) const =0

  See Curve::positionScreen.
- virtual void print () const =0

  Debugging method for printing directly from symbolic debugger.
- virtual void printStream (QString indentation, QTextStream &str) const =0

  Debugging method that supports print method of this class and printStream method of some other class(es)
- virtual QString reasonForUnsuccessfulRead () const =0

  Return an informative text message explaining why startup loading failed. Applies if successfulRead returns false.
- virtual void removePointAxis (const QString &identifier)=0

  Perform the opposite of addPointAxis.
- virtual void removePointGraph (const QString &identifier)=0

  Perform the opposite of addPointGraph.
- virtual void removePointsInCurvesGraphs (CurvesGraphs &curvesGraphs)=0

  Remove all points identified in the specified CurvesGraphs. See also addPointsInCurvesGraphs.
- virtual void saveXml (QXmlStreamWriter &writer) const =0

  Save graph to xml.
- virtual QString selectedCurveName () const =0

  Currently selected curve name. This is used to set the selected curve combobox in MainWindow.
- virtual void setCurveAxes (const Curve &curveAxes)=0

  Let CmdAbstract classes overwrite axes Curve. Applies to current coordinate system.
- virtual void setCurvesGraphs (const CurvesGraphs &curvesGraphs)=0

  Let CmdAbstract classes overwrite CurvesGraphs. Applies to current coordinate system.
- virtual void setModelAxesChecker (const DocumentModelAxesChecker &modelAxesChecker)=0

  Set method for DocumentModelAxesChecker.
- virtual void setModelColorFilter (const DocumentModelColorFilter &modelColorFilter)=0

  Set method for DocumentModelColorFilter.
- virtual void setModelCoords (const DocumentModelCoords &modelCoords)=0

  Set method for DocumentModelCoords.
- virtual void setModelCurveStyles (const CurveStyles &modelCurveStyles)=0

  Set method for CurveStyles.

- virtual void setModelDigitizeCurve (const DocumentModelDigitizeCurve &modelDigitizeCurve)=0

  Set method for DocumentModelDigitizeCurve.
- virtual void setModelExport (const DocumentModelExportFormat &modelExport)=0

  Set method for DocumentModelExportFormat.
- virtual void setModelGeneral (const DocumentModelGeneral &modelGeneral)=0

  Set method for DocumentModelGeneral.
- virtual void setModelGridDisplay (const DocumentModelGridDisplay &modelGridDisplay)=0

  Set method for DocumentModelGridDisplay.
- virtual void setModelGridRemoval (const DocumentModelGridRemoval &modelGridRemoval)=0

  Set method for DocumentModelGridRemoval.
- virtual void setModelPointMatch (const DocumentModelPointMatch &modelPointMatch)=0

  Set method for DocumentModelPointMatch.
- virtual void setModelSegments (const DocumentModelSegments &modelSegments)=0

  Set method for DocumentModelSegments.
- virtual void setSelectedCurveName (const QString &selectedCurveName)=0

  Save curve name that is selected for the current coordinate system, for the next time the coordinate system reappears.
- virtual bool successfulRead () const =0

  Return true if startup loading succeeded. If the loading failed then reasonForUnsuccessfulRed will explain why.
- virtual void updatePointOrdinals (const Transformation &transformation)=0

  Update point ordinals after point addition/removal or dragging.

5.77.1 Detailed Description

Interface common to CoordSystemContext and CoordSystem classes.

Definition at line 33 of file CoordSystemInterface.h.

5.77.2 Member Function Documentation

5.77.2.1 virtual void CoordSystemInterface::addPointAxisWithGeneratedIdentifier (const QPointF & *posScreen*, const QPointF & *posGraph*, QString & *identifier*, double *ordinal*, bool *isXOnly*) [pure virtual]

Add a single axis point with a generated point identifier.

Call this after checkAddPointAxis to guarantee success in this call.

Parameters

posScreen	Screen coordinates from QGraphicsView
posGraph	Graph coordiantes from user
identifier	Identifier for new axis point
ordinal	Unique, for curve, ordinal number
isXOnly	True if graph coordinates have only x coordinate

Implemented in CoordSystem, and CoordSystemContext.

5.77.2.2 virtual void CoordSystemInterface::addPointAxisWithSpecifiedIdentifier (const QPointF & *posScreen,* const QPointF & *posGraph,* const QString & *identifier,* double *ordinal,* bool *isXOnly*) [pure virtual]

Add a single axis point with the specified point identifier.

Call this after checkAddPointAxis to guarantee success in this call.

Parameters

posScreen	Screen coordinates from QGraphicsView
posGraph	Graph coordiantes from user
identifier	Identifier for new axis point
ordinal	Unique, for curve, ordinal number
isXOnly	True if graph coordinates have only x coordinate

Implemented in CoordSystem, and CoordSystemContext.

5.77.2.3 virtual void CoordSystemInterface::updatePointOrdinals (const **Transformation** & *transformation*) [pure virtual]

Update point ordinals after point addition/removal or dragging.

See GraphicsScene::updatePointOrdinalsAfterDrag. Graph coordinates of point must be up to date

Implemented in CoordSystem, and CoordSystemContext.

The documentation for this class was generated from the following files:

- CoordSystem/CoordSystemInterface.h
- CoordSystem/CoordSystemInterface.cpp

5.78 Correlation Class Reference

Fast cross correlation between two functions.

`#include <Correlation.h>`

Public Member Functions

- Correlation (int N)

  Single constructor. Slow memory allocations are done once and then reused repeatedly.
- void correlateWithShift (int N, const double function1[ ], const double function2[ ], int &binStartMax, double &corrMax, double correlations[ ]) const

  Return the shift in function1 that best aligns that function with function2.
- void correlateWithoutShift (int N, const double function1[ ], const double function2[ ], double &corrMax) const

  Return the correlation of the two functions, without any shift.

5.78.1 Detailed Description

Fast cross correlation between two functions.

We do not use complex.h along with fftw3.h since then the complex numbers will be native, which would then require platform-dependent code

Definition at line 14 of file Correlation.h.

5.78.2 Member Function Documentation

5.78.2.1 void Correlation::correlateWithoutShift (int *N,* const double *function1[ ],* const double *function2[ ],* double & *corrMax*) const

Return the correlation of the two functions, without any shift.

The functions are normalized internally.

Definition at line 131 of file Correlation.cpp.

5.78.2.2 void Correlation::correlateWithShift (int *N,* const double *function1[ ],* const double *function2[ ],* int & *binStartMax,* double & *corrMax,* double *correlations[ ]*) const

Return the shift in function1 that best aligns that function with function2.

The functions are normalized internally. The correlations vector, as a function of shift, is returned for logging

Definition at line 44 of file Correlation.cpp.

The documentation for this class was generated from the following files:

- Correlation/Correlation.h
- Correlation/Correlation.cpp

5.79 CursorFactory Class Reference

Create standard cross cursor, or custom cursor, according to settings.

`#include <CursorFactory.h>`

Public Member Functions

- CursorFactory ()

  Single constructor.
- QCursor generate (const DocumentModelDigitizeCurve &modelDigitizeCurve) const

  Factory method to generate standard or custom cursor.

5.79.1 Detailed Description

Create standard cross cursor, or custom cursor, according to settings.

Definition at line 15 of file CursorFactory.h.

The documentation for this class was generated from the following files:

- Cursor/CursorFactory.h
- Cursor/CursorFactory.cpp

5.80 Curve Class Reference

Container for one set of digitized Points.

`#include <Curve.h>`

Public Member Functions

- Curve (const QString &curveName, const ColorFilterSettings &colorFilterSettings, const CurveStyle &curveStyle)

  Constructor from scratch.
- Curve (QDataStream &str)

  Constructor from serialized binary pre-version 6 file.
- Curve (QXmlStreamReader &reader)

  Constructor for use when loading from serialized xml.
- Curve (const Curve &curve)

  Copy constructor. Copying a Curve only helps for making a copy, since access to any Points inside must be via functor.
- Curve & operator= (const Curve &curve)

  Assignment constructor.
- void addPoint (Point point)

  Add Point to this Curve.
- ColorFilterSettings colorFilterSettings () const

  Return the color filter.
- QString curveName () const

  Name of this Curve.
- CurveStyle curveStyle () const

  Return the curve style.
- void editPointAxis (const QPointF &posGraph, const QString &identifier)

  Edit the graph coordinates of an axis point. This method does not apply to a graph point.
- void editPointGraph (bool isX, bool isY, double x, double y, const QStringList &identifiers, const Transformation &transformation)

  Edit the graph coordinates of one or more graph points. This method does not apply to an axis point.
- void exportToClipboard (const QHash< QString, bool > &selectedHash, const Transformation &transformation, QTextStream &strCsv, QTextStream &strHtml, CurvesGraphs &curvesGraphs) const

  Export points in this Curve found in the specified point list.
- bool isXOnly (const QString &pointIdentifier) const

  Determine if specified point has just x coordinate. Otherwise has just y coordinate, or both x and y coordinates.

- void iterateThroughCurvePoints (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback) const

  Apply functor to Points on Curve.
- void iterateThroughCurveSegments (const Functor2wRet< const Point &, const Point &, CallbackSearchReturn > &ftorWithCallback) const

  Apply functor to successive Points, as line segments, on Curve. This could be a bit slow.
- void movePoint (const QString &pointIdentifier, const QPointF &deltaScreen)

  Translate the position of a point by the specified distance vector.
- int numPoints () const

  Number of points.
- const Points points () const

  Return a shallow copy of the Points.
- QPointF positionGraph (const QString &pointIdentifier) const

  Return the position, in graph coordinates, of the specified Point.
- QPointF positionScreen (const QString &pointIdentifier) const

  Return the position, in screen coordinates, of the specified Point.
- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- void removePoint (const QString &identifier)

  Perform the opposite of addPointAtEnd.
- void saveXml (QXmlStreamWriter &writer) const

  Serialize curve.
- void setColorFilterSettings (const ColorFilterSettings &colorFilterSettings)

  Set color filter.
- void setCurveName (const QString &curveName)

  Change the curve name.
- void setCurveStyle (const CurveStyle &curveStyle)

  Set curve style.
- void updatePointOrdinals (const Transformation &transformation)

  See CurveGraphs::updatePointOrdinals.

5.80.1 Detailed Description

Container for one set of digitized Points.

Definition at line 32 of file Curve.h.

5.80.2 Member Function Documentation

5.80.2.1 void Curve::updatePointOrdinals (const Transformation & *transformation*)

See CurveGraphs::updatePointOrdinals.

Same algorithm as GraphicsLineForCurve::updatePointOrdinalsAfterDrag, although graph coordinates of points have been updated before this is called so the graph coordinates are not updated by this method

Definition at line 559 of file Curve.cpp.

The documentation for this class was generated from the following files:

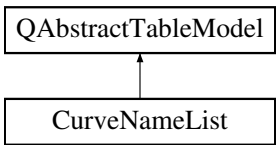
- Curve/Curve.h
- Curve/Curve.cpp

5.81 CurveNameList Class Reference

Model for DlgSettingsCurveAddRemove and CmdSettingsCurveAddRemove.

`#include <CurveNameList.h>`

Inheritance diagram for CurveNameList:



Public Member Functions

- CurveNameList ()
  Default constructor.
- virtual int columnCount (const QModelIndex &parent=QModelIndex()) const
  Columns are current curve name in first column, and original curve name in second column.
- bool containsCurveNameCurrent (const QString &curveName) const
  Return true if specified curve name is already in the list.
- virtual QVariant data (const QModelIndex &index, int role=Qt::DisplayRole) const
  Retrieve data from model.
- virtual Qt::ItemFlags flags (const QModelIndex &index) const
  Override normal flags with additional editing flags.
- virtual bool insertRows (int row, int count, const QModelIndex &parent=QModelIndex())
  Insert one row.
- virtual bool removeRows (int row, int count, const QModelIndex &parent)
  Remove one row.
- virtual int rowCount (const QModelIndex &parent=QModelIndex()) const
  One row per curve name.
- virtual bool setData (const QModelIndex &index, const QVariant &value, int role=Qt::EditRole)
  Store one curve name data.
- virtual Qt::DropActions supportedDropActions () const
  Allow dragging for reordering.

5.81.1 Detailed Description

Model for DlgSettingsCurveAddRemove and CmdSettingsCurveAddRemove.

This is displayed as a QListView, with visible first column showing current curve name. Second column is hidden with curve name at the start of editing, or empty if none.

Definition at line 16 of file CurveNameList.h.

The documentation for this class was generated from the following files:

- Curve/CurveNameList.h
- Curve/CurveNameList.cpp

5.82 CurveNameListEntry Class Reference

Utility class for converting the QVariant in CurveNameList to/from the curve names as QStrings, for use by the CurveNameList model class.

`#include <CurveNameListEntry.h>`

Public Member Functions

- CurveNameListEntry ()

  Constructor for empty entry.
- CurveNameListEntry (const QString &curveNameCurrent, const QString &curveNameOriginal, int numPoints)

  Constructor for converting to QVariant.
- CurveNameListEntry (const QString &fromText)

  Constructor for converting from QVariant.
- QString curveNameCurrent () const

  Curve name displayed in DlgSettingsCurveAddRemove.
- QString curveNameOriginal () const

  Original curve name in document. Empty if there was no original curve.
- bool entryHasNotBeenPopulated () const

  Return true if entry is unpopulated. This is true between insertRows (where added to model) and setData (where fields are set)
- int numPoints () const

  Number of points in curve.
- void setCurveNameCurrent (const QString &curveNameCurrent)

  Set method for current curve name.
- void setCurveNameOriginal (const QString &curveNameOriginal)

  Set method for original curve name.
- void setNumPoints (int numPoints)

  Set method for point count.
- QString toString () const

  QString for creating QVariant.

Static Public Member Functions

- static int COL_CURVE_NAME_CURRENT ()

  Get method for current curve name constant.
- static int COL_CURVE_NAME_ORIGINAL ()

  Get method for original curve name constant.
- static int COL_NUM_POINTS ()

  Get method for number of points constant.

5.82.1 Detailed Description

Utility class for converting the QVariant in CurveNameList to/from the curve names as QStrings, for use by the CurveNameList model class.

Subclassing QVariant brings up difficult challenges, so the QString userType was chosen.

Each entry has the current curve name, original curve name and point count, separated by a delimiter.

Definition at line 19 of file CurveNameListEntry.h.

The documentation for this class was generated from the following files:

- Curve/CurveNameListEntry.h
- Curve/CurveNameListEntry.cpp

5.83 CurveSettingsInt Class Reference

Internal settings for one curve, such as LineStyle, PointStyle and CurveFilter.

```
#include <CurveSettingsInt.h>
```

Public Member Functions

- CurveSettingsInt (const ColorFilterSettings &colorFilterSettings, const PointStyle &pointStyle, const LineStyle &lineStyle, CurveConnectAs curveConnectAs)

  Single constructor.
- CurveConnectAs curveConnectAs () const

  Get method for connection method.
- ColorFilterSettings colorFilterSettings () const

  Get method for color filter.
- LineStyle lineStyle () const

  Get method for line style.
- PointStyle pointStyle () const

  Get method for point style.

5.83.1 Detailed Description

Internal settings for one curve, such as LineStyle, PointStyle and CurveFilter.

These settings are used only internally by Curve, and are not related to the DlgSettings classes at all

Definition at line 17 of file CurveSettingsInt.h.

The documentation for this class was generated from the following files:

- Curve/CurveSettingsInt.h
- Curve/CurveSettingsInt.cpp

5.84 CurvesGraphs Class Reference

Container for all graph curves. The axes point curve is external to this class.

`#include <CurvesGraphs.h>`

Public Member Functions

- void addGraphCurveAtEnd (Curve curve)

  Append new graph Curve to end of Curve list.
- void addPoint (const Point &point)

  Append new Point to the specified Curve.
- Curve * curveForCurveName (const QString &curveName)

  Return the axis or graph curve for the specified curve name.
- const Curve * curveForCurveName (const QString &curveName) const

  Return the axis or graph curve for the specified curve name.
- QStringList curvesGraphsNames () const

  List of graph curve names.
- int curvesGraphsNumPoints (const QString &curveName) const

  Point count.
- void editPointGraph (bool isX, bool isY, double x, double y, const QStringList &identifiers, const Transformation &transformation)

  Set the x and/or y coordinate values of the specified points.
- void iterateThroughCurvePoints (const QString &curveNameWanted, const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback)

  Apply functor to Points in the specified axis or graph Curve.
- void iterateThroughCurveSegments (const QString &curveNameWanted, const Functor2wRet< const Point &, const Point &, CallbackSearchReturn > &ftorWithCallback) const

  Apply functor to segments on the specified axis or graph Curve.
- void iterateThroughCurvesPoints (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback)

  Apply functor to Points on all of the Curves.
- void iterateThroughCurvesPoints (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback) const

  Apply functor to Points on all of the Curves.
- void loadPreVersion6 (QDataStream &str)

  Load from serialized binary pre-version 6 file.
- void loadXml (QXmlStreamReader &reader)

  Load from serialized xml post-version 5 file.
- int numCurves () const

  Current number of graphs curves.
- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- void removePoint (const QString &pointIdentifier)

  Remove the Point from its Curve.
- void saveXml (QXmlStreamWriter &writer) const

  Serialize curves.
- void updatePointOrdinals (const Transformation &transformation)

  Update point ordinals to be consistent with their CurveStyle and x/theta coordinate.

5.84.1 Detailed Description

Container for all graph curves. The axes point curve is external to this class.

Definition at line 24 of file CurvesGraphs.h.

The documentation for this class was generated from the following files:

- Curve/CurvesGraphs.h
- Curve/CurvesGraphs.cpp

5.85 CurveStyle Class Reference

Container for LineStyle and PointStyle for one Curve.

`#include <CurveStyle.h>`

Public Member Functions

- CurveStyle ()
  Default constructor.
- CurveStyle (const LineStyle &lineStyle, const PointStyle &pointStyle)
  Constructor with styles.
- LineStyle lineStyle () const
  Get method for LineStyle.
- QString loadXml (QXmlStreamReader &reader)
  Load from serialized xml. Returns the curve name.
- PointStyle pointStyle () const
  Get method for PointStyle.
- void printStream (QString indentation, QTextStream &str) const
  Debugging method that supports print method of this class and printStream method of some other class(es)
- void saveXml (QXmlStreamWriter &writer, const QString &curveName) const
  Serialize to xml.
- void setLineColor (ColorPalette lineColor)
  Set method for line color in specified curve.
- void setLineConnectAs (CurveConnectAs curveConnectAs)
  Set method for connect as method for lines in specified curve.
- void setLineStyle (const LineStyle &lineStyle)
  Set method for LineStyle.
- void setLineWidth (int width)
  Set method for line width in specified curve.
- void setPointColor (ColorPalette curveColor)
  Set method curve point color in specified curve.
- void setPointLineWidth (int width)
  Set method for curve point perimeter line width.
- void setPointRadius (int radius)
  Set method for curve point radius.
- void setPointShape (PointShape shape)
  Set method for curve point shape in specified curve.
- void setPointStyle (const PointStyle &pointStyle)
  Set method for PointStyle.

5.85.1 Detailed Description

Container for LineStyle and PointStyle for one Curve.

Definition at line 18 of file CurveStyle.h.

The documentation for this class was generated from the following files:

- Curve/CurveStyle.h
- Curve/CurveStyle.cpp

5.86 CurveStyles Class Reference

Model for DlgSettingsCurveProperties and CmdSettingsCurveProperties.

`#include <CurveStyles.h>`

Public Member Functions

- CurveStyles ()
  Default constructor.
- CurveStyles (const CoordSystem &coordSystem)
  Initial constructor from Document.
- CurveStyles (const CurveStyles &other)
  Copy constructor.
- CurveStyles & operator= (const CurveStyles &other)
  Assignment constructor.
- QStringList curveNames () const
  List of all curve names.
- CurveStyle curveStyle (const QString &curveName) const
  CurveStyle in specified curve.
- ColorPalette lineColor (const QString &curveName) const
  Get method for line color in specified curve.
- CurveConnectAs lineConnectAs (const QString &curveName) const
  Get method for connect as method for lines in specified curve.
- const LineStyle lineStyle (const QString &curveName) const
  Get method for copying one line style in one step.
- int lineWidth (const QString &curveName) const
  Get method for line width in specified curve.
- void loadXml (QXmlStreamReader &reader)
  Load from serialized xml.
- ColorPalette pointColor (const QString &curveName) const
  Get method for curve point color in specified curve.
- bool pointIsCircle (const QString &curveName) const
  Get method for curve point is circle in specified curve.
- int pointLineWidth (const QString &curveName) const
  Get method for curve point line width.
- QPolygonF pointPolygon (const QString &curveName) const
  Get method for curve point polygon in specified curve.

- int pointRadius (const QString &curveName) const

  Get method for curve point radius.
- PointShape pointShape (const QString &curveName) const

  Get method for curve point shape.
- const PointStyle pointStyle (const QString &curveName) const

  Get method for copying one point style. Cannot return just a reference or else there is a warning about returning reference to temporary.
- void saveXml (QXmlStreamWriter &writer) const

  Serialize to xml.
- void setCurveStyle (const QString &curveName, const CurveStyle &curveStyle)

  Set method for curve style.
- void setLineColor (const QString &curveName, ColorPalette lineColor)

  Set method for line color in specified curve.
- void setLineConnectAs (const QString &curveName, CurveConnectAs curveConnectAs)

  Set method for connect as method for lines in specified curve.
- void setLineWidth (const QString &curveName, int width)

  Set method for line width in specified curve.
- void setPointColor (const QString &curveName, ColorPalette curveColor)

  Set method curve point color in specified curve.
- void setPointIsCircle (const QString &curveName, bool pointIsCircle)

  Set method for curve point is circle in specified curve.
- void setPointLineWidth (const QString &curveName, int width)

  Set method for curve point perimeter line width.
- void setPointRadius (const QString &curveName, int radius)

  Set method for curve point radius.
- void setPointShape (const QString &curveName, PointShape shape)

  Set method for curve point shape in specified curve.

5.86.1 Detailed Description

Model for DlgSettingsCurveProperties and CmdSettingsCurveProperties.

Definition at line 22 of file CurveStyles.h.

The documentation for this class was generated from the following files:

- Curve/CurveStyles.h
- Curve/CurveStyles.cpp

5.87 DigitizeStateAbstractBase Class Reference

Base class for all digitizing states. This serves as an interface to DigitizeStateContext.

`#include <DigitizeStateAbstractBase.h>`

Inheritance diagram for DigitizeStateAbstractBase:



Public Member Functions

- DigitizeStateAbstractBase (DigitizeStateContext &context)

  Single constructor.
- virtual QString activeCurve () const =0

  Name of the active Curve. This can include AXIS_CURVE_NAME.
- virtual void begin (CmdMediator *cmdMediator, DigitizeState previousState)=0

  Method that is called at the exact moment a state is entered.
- DigitizeStateContext & context ()

  Reference to the DigitizeStateContext that contains all the DigitizeStateAbstractBase subclasses, without const.
- const DigitizeStateContext & context () const

  Reference to the DigitizeStateContext that contains all the DigitizeStateAbstractBase subclasses, without const.
- virtual void end ()=0

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void handleContextMenuEventAxis (CmdMediator *cmdMediator, const QString &pointIdentifier)=0

  Handle a right click, on an axis point, that was intercepted earlier.
- virtual void handleContextMenuEventGraph (CmdMediator *cmdMediator, const QStringList &pointIdentifiers)=0

  Handle a right click, on a graph point, that was intercepted earlier.
- virtual void handleCurveChange (CmdMediator *cmdMediator)=0

  Handle the selection of a new curve. At a minimum, DigitizeStateSegment will generate a new set of Segments.
- virtual void handleKeyPress (CmdMediator *cmdMediator, Qt::Key key, bool atLeastOneSelectedItem)=0

  Handle a key press that was intercepted earlier.
- virtual void handleMouseMove (CmdMediator *cmdMediator, QPointF posScreen)=0

  Handle a mouse move. This is part of an experiment to see if augmenting the cursor in Point Match mode is worthwhile.
- virtual void handleMousePress (CmdMediator *cmdMediator, QPointF pos)=0

  Handle a mouse press that was intercepted earlier.
- virtual void handleMouseRelease (CmdMediator *cmdMediator, QPointF pos)=0

  Handle a mouse release that was intercepted earlier.
- void setCursor (CmdMediator *cmdMediator)

  Update the cursor according to the current state.
- virtual QString state () const =0

  State name for debugging.
- virtual void updateAfterPointAddition ()=0

  Update graphics attributes after possible new points. This is useful for highlight opacity.
- virtual void updateModelDigitizeCurve (CmdMediator *cmdMediator, const DocumentModelDigitizeCurve &modelDigitizeCurve)=0

  Update the digitize curve settings.
- virtual void updateModelSegments (const DocumentModelSegments &modelSegments)=0

  Update the segments given the new settings.

Protected Member Functions

- virtual QCursor cursor (CmdMediator *cmdMediator) const =0

  Returns the state-specific cursor shape.

5.87.1 Detailed Description

Base class for all digitizing states. This serves as an interface to DigitizeStateContext.

Definition at line 37 of file DigitizeStateAbstractBase.h.

5.87.2 Member Function Documentation

5.87.2.1 virtual void DigitizeStateAbstractBase::begin (CmdMediator * *cmdMediator,* DigitizeState *previousState*) [pure virtual]

Method that is called at the exact moment a state is entered.

Typically called just after end for the previous state. The previousState value is used by DigitizeStateColorPicker to return to the previous state

Implemented in DigitizeStateColorPicker, DigitizeStatePointMatch, DigitizeStateSegment, DigitizeStateSelect, DigitizeStateAxis, DigitizeStateCurve, and DigitizeStateEmpty.

The documentation for this class was generated from the following files:

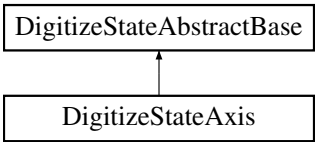
- DigitizeState/DigitizeStateAbstractBase.h
- DigitizeState/DigitizeStateAbstractBase.cpp

5.88 DigitizeStateAxis Class Reference

Digitizing state for digitizing one axis point at a time.

`#include <DigitizeStateAxis.h>`

Inheritance diagram for DigitizeStateAxis:



Public Member Functions

- DigitizeStateAxis (DigitizeStateContext &context)

  Single constructor.
- virtual QString activeCurve () const

  Name of the active Curve. This can include AXIS_CURVE_NAME.
- virtual void begin (CmdMediator *cmdMediator, DigitizeState previousState)

  Method that is called at the exact moment a state is entered.
- virtual QCursor cursor (CmdMediator *cmdMediator) const

  Returns the state-specific cursor shape.
- virtual void end ()

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void handleContextMenuEventAxis (CmdMediator *cmdMediator, const QString &pointIdentifier)

  Handle a right click, on an axis point, that was intercepted earlier.
- virtual void handleContextMenuEventGraph (CmdMediator *cmdMediator, const QStringList &pointIdentifiers)

  Handle a right click, on a graph point, that was intercepted earlier.
- virtual void handleCurveChange (CmdMediator *cmdMediator)

Handle the selection of a new curve. At a minimum, DigitizeStateSegment will generate a new set of Segments.

- virtual void handleKeyPress (CmdMediator *cmdMediator, Qt::Key key, bool atLeastOneSelectedItem)

  Handle a key press that was intercepted earlier.
- virtual void handleMouseMove (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse move. This is part of an experiment to see if augmenting the cursor in Point Match mode is worthwhile.
- virtual void handleMousePress (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse press that was intercepted earlier.
- virtual void handleMouseRelease (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse release that was intercepted earlier.
- virtual QString state () const

  State name for debugging.
- virtual void updateAfterPointAddition ()

  Update graphics attributes after possible new points. This is useful for highlight opacity.
- virtual void updateModelDigitizeCurve (CmdMediator *cmdMediator, const DocumentModelDigitizeCurve &modelDigitizeCurve)

  Update the digitize curve settings.
- virtual void updateModelSegments (const DocumentModelSegments &modelSegments)

  Update the segments given the new settings.

Additional Inherited Members

5.88.1 Detailed Description

Digitizing state for digitizing one axis point at a time.

Once three axis points are defined, those points define an affine transformation from pixel screen coordinates to graph coordinates.

Definition at line 16 of file DigitizeStateAxis.h.

5.88.2 Member Function Documentation

5.88.2.1 void DigitizeStateAxis::begin (CmdMediator * *cmdMediator,* DigitizeState *previousState*) [virtual]

Method that is called at the exact moment a state is entered.

Typically called just after end for the previous state. The previousState value is used by DigitizeStateColorPicker to return to the previous state

Implements DigitizeStateAbstractBase.

Definition at line 38 of file DigitizeStateAxis.cpp.

The documentation for this class was generated from the following files:

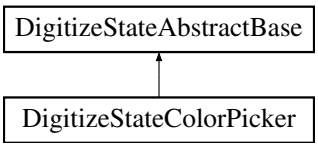
- DigitizeState/DigitizeStateAxis.h
- DigitizeState/DigitizeStateAxis.cpp

5.89 DigitizeStateColorPicker Class Reference

Digitizing state for selecting a color for DigitizeStateSegment.

`#include <DigitizeStateColorPicker.h>`

Inheritance diagram for DigitizeStateColorPicker:



Public Member Functions

- DigitizeStateColorPicker (DigitizeStateContext &context)

  Single constructor.
- virtual QString activeCurve () const

  Name of the active Curve. This can include AXIS_CURVE_NAME.
- virtual void begin (CmdMediator *cmdMediator, DigitizeState previousState)

  Method that is called at the exact moment a state is entered.
- virtual QCursor cursor (CmdMediator *cmdMediator) const

  Returns the state-specific cursor shape.
- virtual void end ()

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void handleContextMenuEventAxis (CmdMediator *cmdMediator, const QString &pointIdentifier)

  Handle a right click, on an axis point, that was intercepted earlier.
- virtual void handleContextMenuEventGraph (CmdMediator *cmdMediator, const QStringList &pointIdentifiers)

  Handle a right click, on a graph point, that was intercepted earlier.
- virtual void handleCurveChange (CmdMediator *cmdMediator)

  Handle the selection of a new curve. At a minimum, DigitizeStateSegment will generate a new set of Segments.
- virtual void handleKeyPress (CmdMediator *cmdMediator, Qt::Key key, bool atLeastOneSelectedItem)

  Handle a key press that was intercepted earlier.
- virtual void handleMouseMove (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse move. This is part of an experiment to see if augmenting the cursor in Point Match mode is worthwhile.
- virtual void handleMousePress (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse press that was intercepted earlier.
- virtual void handleMouseRelease (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse release that was intercepted earlier.
- virtual QString state () const

  State name for debugging.
- virtual void updateAfterPointAddition ()

  Update graphics attributes after possible new points. This is useful for highlight opacity.
- virtual void updateModelDigitizeCurve (CmdMediator *cmdMediator, const DocumentModelDigitizeCurve &modelDigitizeCurve)

  Update the digitize curve settings.
- virtual void updateModelSegments (const DocumentModelSegments &modelSegments)

  Update the segments given the new settings.

Additional Inherited Members

5.89.1 Detailed Description

Digitizing state for selecting a color for DigitizeStateSegment.

The basic strategy is that this class acts like a special case of DlgSettingsFilter. Specifically, the pixel just selected by a mouse click is used to change the segment filter for the currently specified curve

Definition at line 21 of file DigitizeStateColorPicker.h.

5.89.2 Member Function Documentation

5.89.2.1 void DigitizeStateColorPicker::begin (CmdMediator * *cmdMediator,* DigitizeState *previousState*) [virtual]

Method that is called at the exact moment a state is entered.

Typically called just after end for the previous state. The previousState value is used by DigitizeStateColorPicker to return to the previous state

Implements DigitizeStateAbstractBase.

Definition at line 37 of file DigitizeStateColorPicker.cpp.

The documentation for this class was generated from the following files:

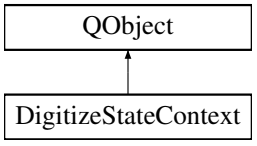
- DigitizeState/DigitizeStateColorPicker.h
- DigitizeState/DigitizeStateColorPicker.cpp

5.90 DigitizeStateContext Class Reference

Container for all DigitizeStateAbstractBase subclasses. This functions as the context class in a standard state machine implementation.

`#include <DigitizeStateContext.h>`

Inheritance diagram for DigitizeStateContext:



Public Member Functions

- DigitizeStateContext (MainWindow &mainWindow, QGraphicsView &view, bool isGnuplot)

  Single constructor.
- QString activeCurve () const

  Curve name for active Curve. This can include AXIS_CURVE_NAME, and empty string.
- void appendNewCmd (CmdMediator *cmdMediator, QUndoCommand *cmd)

  Append just-created QUndoCommand to command stack. This is called from DigitizeStateAbstractBase subclasses.
- void handleContextMenuEventAxis (CmdMediator *cmdMediator, const QString &pointIdentifier)

  See DigitizeStateAbstractBase::handleContextMenuEventAxis.
- void handleContextMenuEventGraph (CmdMediator *cmdMediator, const QStringList &pointIdentifiers)

  See DigitizeStateAbstractBase::handleContextMenuEventGraph.
- void handleCurveChange (CmdMediator *cmdMediator)

  See DigitizeStateAbstractBase::handleCurveChange.
- void handleKeyPress (CmdMediator *cmdMediator, Qt::Key key, bool atLeastOneSelectedItem)

  See DigitizeStateAbstractBase::handleKeyPress.
- void handleMouseMove (CmdMediator *cmdMediator, QPointF pos)

  See DigitizeStateAbstractBase::handleMouseMove.
- void handleMousePress (CmdMediator *cmdMediator, QPointF pos)

  See DigitizeStateAbstractBase::handleMousePress.
- void handleMouseRelease (CmdMediator *cmdMediator, QPointF pos)

  See DigitizeStateAbstractBase::handleMouseRelease.
- bool isGnuplot () const

  Get method for gnuplot flag.
- MainWindow & mainWindow ()

  Reference to the MainWindow, without const.
- const MainWindow & mainWindow () const

  Reference to the MainWindow, with const.
- void requestDelayedStateTransition (DigitizeState digitizeState)

  Initiate state transition to be performed later, when DigitizeState is off the stack.
- void requestImmediateStateTransition (CmdMediator *cmdMediator, DigitizeState digitizeState)

  Perform immediate state transition. Called from outside state machine.
- void resetOnLoad (CmdMediator *cmdMediator)

  Resetting makes re-initializes for documents after the first.
- void setCursor (CmdMediator *cmdMediator)

  Set cursor after asking state for the new cursor shape.
- void setDragMode (QGraphicsView::DragMode dragMode)

  Set QGraphicsView drag mode (in m_view). Called from DigitizeStateAbstractBase subclasses.
- void setImageIsLoaded (CmdMediator *cmdMediator, bool imageIsLoaded)

  Set the image so QGraphicsView cursor and drag mode are accessible.
- QString state () const

  State name for debugging.
- void updateAfterPointAddition ()

  Update the graphics attributes.
- void updateModelDigitizeCurve (CmdMediator *cmdMediator, const DocumentModelDigitizeCurve &model↩ DigitizeCurve)

  Update the digitize curve settings.
- void updateModelSegments (const DocumentModelSegments &modelSegments)

  Update the segments given the new settings.
- QGraphicsView & view ()

  QGraphicsView for use by DigitizeStateAbstractBase subclasses.

5.90.1 Detailed Description

Container for all DigitizeStateAbstractBase subclasses. This functions as the context class in a standard state machine implementation.

Definition at line 25 of file DigitizeStateContext.h.

The documentation for this class was generated from the following files:

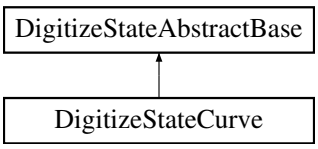
- DigitizeState/DigitizeStateContext.h
- DigitizeState/DigitizeStateContext.cpp

5.91 DigitizeStateCurve Class Reference

Digitizing state for creating Curve Points, one at a time.

`#include <DigitizeStateCurve.h>`

Inheritance diagram for DigitizeStateCurve:



Public Member Functions

- DigitizeStateCurve (DigitizeStateContext &context)

  Single constructor.
- virtual QString activeCurve () const

  Name of the active Curve. This can include AXIS_CURVE_NAME.
- virtual void begin (CmdMediator *cmdMediator, DigitizeState previousState)

  Method that is called at the exact moment a state is entered.
- virtual QCursor cursor (CmdMediator *cmdMediator) const

  Returns the state-specific cursor shape.
- virtual void end ()

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void handleContextMenuEventAxis (CmdMediator *cmdMediator, const QString &pointIdentifier)

  Handle a right click, on an axis point, that was intercepted earlier.
- virtual void handleContextMenuEventGraph (CmdMediator *cmdMediator, const QStringList &pointIdentifiers)

  Handle a right click, on a graph point, that was intercepted earlier.
- virtual void handleCurveChange (CmdMediator *cmdMediator)

  Handle the selection of a new curve. At a minimum, DigitizeStateSegment will generate a new set of Segments.
- virtual void handleKeyPress (CmdMediator *cmdMediator, Qt::Key key, bool atLeastOneSelectedItem)

  Handle a key press that was intercepted earlier.
- virtual void handleMouseMove (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse move. This is part of an experiment to see if augmenting the cursor in Point Match mode is worthwhile.

- virtual void handleMousePress (CmdMediator ∗cmdMediator, QPointF posScreen)

  Handle a mouse press that was intercepted earlier.
- virtual void handleMouseRelease (CmdMediator ∗cmdMediator, QPointF posScreen)

  Handle a mouse release that was intercepted earlier.
- virtual QString state () const

  State name for debugging.
- virtual void updateAfterPointAddition ()

  Update graphics attributes after possible new points. This is useful for highlight opacity.
- virtual void updateModelDigitizeCurve (CmdMediator ∗cmdMediator, const DocumentModelDigitizeCurve &modelDigitizeCurve)

  Update the digitize curve settings.
- virtual void updateModelSegments (const DocumentModelSegments &modelSegments)

  Update the segments given the new settings.

Additional Inherited Members

5.91.1 Detailed Description

Digitizing state for creating Curve Points, one at a time.

Definition at line 13 of file DigitizeStateCurve.h.

5.91.2 Member Function Documentation

5.91.2.1 void DigitizeStateCurve::begin (CmdMediator ∗ *cmdMediator,* DigitizeState *previousState*) [virtual]

Method that is called at the exact moment a state is entered.

Typically called just after end for the previous state. The previousState value is used by DigitizeStateColorPicker to return to the previous state

Implements DigitizeStateAbstractBase.

Definition at line 33 of file DigitizeStateCurve.cpp.

The documentation for this class was generated from the following files:

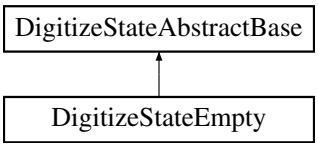
- DigitizeState/DigitizeStateCurve.h
- DigitizeState/DigitizeStateCurve.cpp

5.92 DigitizeStateEmpty Class Reference

Digitizing state before a Document has been created. In this state, the cursor is Qt::ArrowCursor.

`#include <DigitizeStateEmpty.h>`

Inheritance diagram for DigitizeStateEmpty:



Public Member Functions

- DigitizeStateEmpty (DigitizeStateContext &context)

  Single constructor.
- virtual QString activeCurve () const

  Name of the active Curve. This can include AXIS_CURVE_NAME.
- virtual void begin (CmdMediator *cmdMediator, DigitizeState previousState)

  Method that is called at the exact moment a state is entered.
- virtual QCursor cursor (CmdMediator *cmdMediator) const

  Returns the state-specific cursor shape.
- virtual void end ()

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void handleCurveChange (CmdMediator *cmdMediator)

  Handle the selection of a new curve. At a minimum, DigitizeStateSegment will generate a new set of Segments.
- virtual void handleContextMenuEventAxis (CmdMediator *cmdMediator, const QString &pointIdentifier)

  Handle a right click, on an axis point, that was intercepted earlier.
- virtual void handleContextMenuEventGraph (CmdMediator *cmdMediator, const QStringList &pointIdentifiers)

  Handle a right click, on a graph point, that was intercepted earlier.
- virtual void handleKeyPress (CmdMediator *cmdMediator, Qt::Key key, bool atLeastOneSelectedItem)

  Handle a key press that was intercepted earlier.
- virtual void handleMouseMove (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse move. This is part of an experiment to see if augmenting the cursor in Point Match mode is worthwhile.
- virtual void handleMousePress (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse press that was intercepted earlier.
- virtual void handleMouseRelease (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse release that was intercepted earlier.
- virtual QString state () const

  State name for debugging.
- virtual void updateAfterPointAddition ()

  Update graphics attributes after possible new points. This is useful for highlight opacity.
- virtual void updateModelDigitizeCurve (CmdMediator *cmdMediator, const DocumentModelDigitizeCurve &modelDigitizeCurve)

  Update the digitize curve settings.
- virtual void updateModelSegments (const DocumentModelSegments &modelSegments)

  Update the segments given the new settings.

Additional Inherited Members

5.92.1 Detailed Description

Digitizing state before a Document has been created. In this state, the cursor is Qt::ArrowCursor.

Definition at line 13 of file DigitizeStateEmpty.h.

5.92.2 Member Function Documentation

5.92.2.1 void DigitizeStateEmpty::begin (CmdMediator * *cmdMediator,* DigitizeState *previousState*) [virtual]

Method that is called at the exact moment a state is entered.

Typically called just after end for the previous state. The previousState value is used by DigitizeStateColorPicker to return to the previous state

Implements DigitizeStateAbstractBase.

Definition at line 27 of file DigitizeStateEmpty.cpp.

The documentation for this class was generated from the following files:

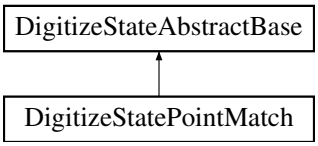
- DigitizeState/DigitizeStateEmpty.h
- DigitizeState/DigitizeStateEmpty.cpp

5.93 DigitizeStatePointMatch Class Reference

Digitizing state for matching Curve Points, one at a time.

`#include <DigitizeStatePointMatch.h>`

Inheritance diagram for DigitizeStatePointMatch:



Public Member Functions

- DigitizeStatePointMatch (DigitizeStateContext &context)

  Single constructor.
- virtual QString activeCurve () const

  Name of the active Curve. This can include AXIS_CURVE_NAME.
- virtual void begin (CmdMediator *cmdMediator, DigitizeState previousState)

  Method that is called at the exact moment a state is entered.
- virtual QCursor cursor (CmdMediator *cmdMediator) const

  Returns the state-specific cursor shape.
- virtual void end ()

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void handleContextMenuEventAxis (CmdMediator *cmdMediator, const QString &pointIdentifier)

  Handle a right click, on an axis point, that was intercepted earlier.
- virtual void handleContextMenuEventGraph (CmdMediator *cmdMediator, const QStringList &pointIdentifiers)

  Handle a right click, on a graph point, that was intercepted earlier.
- virtual void handleCurveChange (CmdMediator *cmdMediator)

Handle the selection of a new curve. At a minimum, DigitizeStateSegment will generate a new set of Segments.

- virtual void handleKeyPress (CmdMediator *cmdMediator, Qt::Key key, bool atLeastOneSelectedItem)

  Handle a key press that was intercepted earlier.
- virtual void handleMouseMove (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse move. This is part of an experiment to see if augmenting the cursor in Point Match mode is worthwhile.
- virtual void handleMousePress (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse press that was intercepted earlier.
- virtual void handleMouseRelease (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse release that was intercepted earlier.
- virtual QString state () const

  State name for debugging.
- virtual void updateAfterPointAddition ()

  Update graphics attributes after possible new points. This is useful for highlight opacity.
- virtual void updateModelDigitizeCurve (CmdMediator *cmdMediator, const DocumentModelDigitizeCurve &modelDigitizeCurve)

  Update the digitize curve settings.
- virtual void updateModelSegments (const DocumentModelSegments &modelSegments)

  Update the segments given the new settings.

Additional Inherited Members

5.93.1 Detailed Description

Digitizing state for matching Curve Points, one at a time.

Definition at line 21 of file DigitizeStatePointMatch.h.

5.93.2 Member Function Documentation

5.93.2.1 void DigitizeStatePointMatch::begin (CmdMediator * *cmdMediator,* DigitizeState *previousState*) [virtual]

Method that is called at the exact moment a state is entered.

Typically called just after end for the previous state. The previousState value is used by DigitizeStateColorPicker to return to the previous state

Implements DigitizeStateAbstractBase.

Definition at line 50 of file DigitizeStatePointMatch.cpp.

The documentation for this class was generated from the following files:

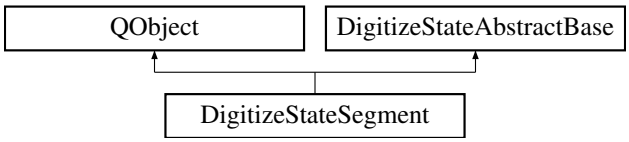
- DigitizeState/DigitizeStatePointMatch.h
- DigitizeState/DigitizeStatePointMatch.cpp

5.94 DigitizeStateSegment Class Reference

Digitizing state for creating multiple Points along a highlighted segment.

`#include <DigitizeStateSegment.h>`

Inheritance diagram for DigitizeStateSegment:



Public Slots

- void slotMouseClickOnSegment (QPointF)

  Receive signal from Segment that has been clicked on. The CmdMediator from the begin method will be used.

Public Member Functions

- DigitizeStateSegment (DigitizeStateContext &context)

  Single constructor.
- virtual QString activeCurve () const

  Name of the active Curve. This can include AXIS_CURVE_NAME.
- virtual void begin (CmdMediator *cmdMediator, DigitizeState previousState)

  Method that is called at the exact moment a state is entered.
- virtual QCursor cursor (CmdMediator *cmdMediator) const

  Returns the state-specific cursor shape.
- virtual void end ()

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void handleContextMenuEventAxis (CmdMediator *cmdMediator, const QString &pointIdentifier)

  Handle a right click, on an axis point, that was intercepted earlier.
- virtual void handleContextMenuEventGraph (CmdMediator *cmdMediator, const QStringList &pointIdentifiers)

  Handle a right click, on a graph point, that was intercepted earlier.
- virtual void handleCurveChange (CmdMediator *cmdMediator)

  Handle the selection of a new curve. At a minimum, DigitizeStateSegment will generate a new set of Segments.
- virtual void handleKeyPress (CmdMediator *cmdMediator, Qt::Key key, bool atLeastOneSelectedItem)

  Handle a key press that was intercepted earlier.
- virtual void handleMouseMove (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse move. This is part of an experiment to see if augmenting the cursor in Point Match mode is worthwhile.
- virtual void handleMousePress (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse press that was intercepted earlier.
- virtual void handleMouseRelease (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse release that was intercepted earlier.
- virtual QString state () const

  State name for debugging.
- virtual void updateAfterPointAddition ()

  Update graphics attributes after possible new points. This is useful for highlight opacity.
- virtual void updateModelDigitizeCurve (CmdMediator *cmdMediator, const DocumentModelDigitizeCurve &modelDigitizeCurve)

  Update the digitize curve settings.
- virtual void updateModelSegments (const DocumentModelSegments &modelSegments)

  Update the segments given the new settings.

Additional Inherited Members

5.94.1 Detailed Description

Digitizing state for creating multiple Points along a highlighted segment.

Definition at line 17 of file DigitizeStateSegment.h.

5.94.2 Member Function Documentation

5.94.2.1 void DigitizeStateSegment::begin (CmdMediator * *cmdMediator,* DigitizeState *previousState*) [virtual]

Method that is called at the exact moment a state is entered.

Typically called just after end for the previous state. The previousState value is used by DigitizeStateColorPicker to return to the previous state

Implements DigitizeStateAbstractBase.

Definition at line 34 of file DigitizeStateSegment.cpp.

The documentation for this class was generated from the following files:

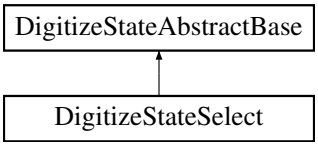
- DigitizeState/DigitizeStateSegment.h
- DigitizeState/DigitizeStateSegment.cpp

5.95 DigitizeStateSelect Class Reference

Digitizing state for selecting one or more Points in the Document.

```
#include <DigitizeStateSelect.h>
```

Inheritance diagram for DigitizeStateSelect:



Public Member Functions

- DigitizeStateSelect (DigitizeStateContext &context)

  Single constructor.
- virtual QString activeCurve () const

  Name of the active Curve. This can include AXIS_CURVE_NAME.
- virtual void begin (CmdMediator *cmdMediator, DigitizeState previousState)

  Method that is called at the exact moment a state is entered.
- virtual QCursor cursor (CmdMediator *cmdMediator) const

  Returns the state-specific cursor shape.
- virtual void end ()

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void handleContextMenuEventAxis (CmdMediator *cmdMediator, const QString &pointIdentifier)

  Handle a right click, on an axis point, that was intercepted earlier.
- virtual void handleContextMenuEventGraph (CmdMediator *cmdMediator, const QStringList &pointIdentifiers)

  Handle a right click, on a graph point, that was intercepted earlier.
- virtual void handleCurveChange (CmdMediator *cmdMediator)

  Handle the selection of a new curve. At a minimum, DigitizeStateSegment will generate a new set of Segments.
- virtual void handleKeyPress (CmdMediator *cmdMediator, Qt::Key key, bool atLeastOneSelectedItem)

  Handle a key press that was intercepted earlier.
- virtual void handleMouseMove (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse move. This is part of an experiment to see if augmenting the cursor in Point Match mode is worthwhile.
- virtual void handleMousePress (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse press that was intercepted earlier.
- virtual void handleMouseRelease (CmdMediator *cmdMediator, QPointF posScreen)

  Handle a mouse release that was intercepted earlier.
- virtual QString state () const

  State name for debugging.
- virtual void updateAfterPointAddition ()

  Update graphics attributes after possible new points. This is useful for highlight opacity.
- virtual void updateModelDigitizeCurve (CmdMediator *cmdMediator, const DocumentModelDigitizeCurve &modelDigitizeCurve)

  Update the digitize curve settings.
- virtual void updateModelSegments (const DocumentModelSegments &modelSegments)

  Update the segments given the new settings.

Additional Inherited Members

5.95.1 Detailed Description

Digitizing state for selecting one or more Points in the Document.

Originally this class set the cursor for each QGraphicsItem at the beginning of the state, but that triggered Qt bug 4190 which has the description 'If you have set the cursor for some QGraphicsItems you can no longer change the cursor for the view in for example a mouseReleaseEvent'. In turn, that lead to Engauge issue #155. Unfortunately, this means the user no longer has need feedback that suggests the user can do something with the QGraphicsItems.

Definition at line 19 of file DigitizeStateSelect.h.

5.95.2 Member Function Documentation

5.95.2.1 void DigitizeStateSelect::begin (CmdMediator * *cmdMediator,* DigitizeState *previousState*) [virtual]

Method that is called at the exact moment a state is entered.

Typically called just after end for the previous state. The previousState value is used by DigitizeStateColorPicker to return to the previous state

Implements DigitizeStateAbstractBase.

Definition at line 65 of file DigitizeStateSelect.cpp.

The documentation for this class was generated from the following files:

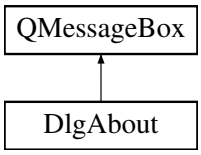
- DigitizeState/DigitizeStateSelect.h
- DigitizeState/DigitizeStateSelect.cpp

5.96 DlgAbout Class Reference

About Engauge dialog. This provides a hidden shortcut for triggering ENGAUGE_ASSERT.

`#include <DlgAbout.h>`

Inheritance diagram for DlgAbout:



Public Member Functions

- DlgAbout (MainWindow &mainWindow)
  Single constructor.

5.96.1 Detailed Description

About Engauge dialog. This provides a hidden shortcut for triggering ENGAUGE_ASSERT.

Definition at line 15 of file DlgAbout.h.

The documentation for this class was generated from the following files:

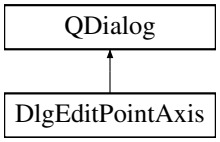
- Dlg/DlgAbout.h
- Dlg/DlgAbout.cpp

5.97 DlgEditPointAxis Class Reference

Dialog box for editing the information of one axis point.

`#include <DlgEditPointAxis.h>`

Inheritance diagram for DlgEditPointAxis:



Public Member Functions

- DlgEditPointAxis (MainWindow &mainWindow, const DocumentModelCoords &modelCoords, const MainWindowModel &modelMainWindow, const Transformation &transformation, DocumentAxesPointsRequired documentAxesPointsRequired, bool isXOnly=false, const double *xInitialValue=0, const double *yInitialValue=0)

  Constructor for existing point which already has graph coordinates (which may be changed using this dialog).
- QPointF posGraph (bool &isXOnly) const

  Return the graph coordinates position specified by the user. Only applies if dialog was accepted.

5.97.1 Detailed Description

Dialog box for editing the information of one axis point.

Definition at line 24 of file DlgEditPointAxis.h.

5.97.2 Constructor & Destructor Documentation

5.97.2.1 DlgEditPointAxis::DlgEditPointAxis (MainWindow & *mainWindow,* const DocumentModelCoords & *modelCoords,* const MainWindowModel & *modelMainWindow,* const Transformation & *transformation,* DocumentAxesPointsRequired *documentAxesPointsRequired,* bool *isXOnly* = `false`, const double * *xInitialValue* = `0`, const double * *yInitialValue* = `0`)

Constructor for existing point which already has graph coordinates (which may be changed using this dialog).

If initial values are unspecified then the value fields will be initially empty

Definition at line 37 of file DlgEditPointAxis.cpp.

The documentation for this class was generated from the following files:

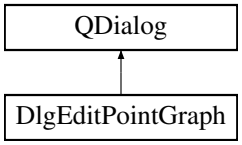
- Dlg/DlgEditPointAxis.h
- Dlg/DlgEditPointAxis.cpp

5.98 DlgEditPointGraph Class Reference

Dialog box for editing the information of one or more points.

`#include <DlgEditPointGraph.h>`

Inheritance diagram for DlgEditPointGraph:



Public Member Functions

- DlgEditPointGraph (MainWindow &mainWindow, const DocumentModelCoords &modelCoords, const MainWindowModel &modelMainWindow, const Transformation &transformation, const double *xInitialValue=0, const double *yInitialValue=0)

  Constructor for existing point which already has graph coordinates (which may be changed using this dialog).
- void posGraph (bool &isX, double &x, bool &isY, double &y) const

  Return one or both coordinates. Only applies if dialog was accepted.

5.98.1 Detailed Description

Dialog box for editing the information of one or more points.

Definition at line 24 of file DlgEditPointGraph.h.

5.98.2 Constructor & Destructor Documentation

5.98.2.1 DlgEditPointGraph::DlgEditPointGraph (MainWindow & *mainWindow,* const DocumentModelCoords & *modelCoords,* const MainWindowModel & *modelMainWindow,* const Transformation & *transformation,* const double * *xInitialValue* = `0`, const double * *yInitialValue* = `0`)

Constructor for existing point which already has graph coordinates (which may be changed using this dialog).

If initial values are unspecified then the value fields will be initially empty

Definition at line 27 of file DlgEditPointGraph.cpp.

The documentation for this class was generated from the following files:

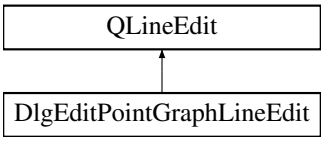
- Dlg/DlgEditPointGraph.h
- Dlg/DlgEditPointGraph.cpp

5.99 DlgEditPointGraphLineEdit Class Reference

Adds hover highlighting to QLineEdit.

`#include <DlgEditPointGraphLineEdit.h>`

Inheritance diagram for DlgEditPointGraphLineEdit:



Public Member Functions

- DlgEditPointGraphLineEdit (QWidget *widget=0)

  Single constructor.
- virtual void enterEvent (QEvent *)

  Hover entry triggers clearing of the background color so user does not think of widget as disabled and is encouraged to enter text.
- virtual void leaveEvent (QEvent *)

  Hover exit triggers restoration of the background color.
- void updateBackground ()

  Update background given the current state.

5.99.1 Detailed Description

Adds hover highlighting to QLineEdit.

Definition at line 15 of file DlgEditPointGraphLineEdit.h.

The documentation for this class was generated from the following files:

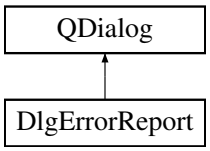
- Dlg/DlgEditPointGraphLineEdit.h
- Dlg/DlgEditPointGraphLineEdit.cpp

5.100 DlgErrorReport Class Reference

Dialog for sending error report.

`#include <DlgErrorReport.h>`

Inheritance diagram for DlgErrorReport:



Public Member Functions

- DlgErrorReport (const QString &xmlWithImage, QWidget *parent=0)

  Single constructor. With the original data, the extra context improves debugging. With anonymization, user privacy is maintained.
- QString xmlToUpload () const

  Xml to be uploaded. Includes document if user has approved.

5.100.1 Detailed Description

Dialog for sending error report.

Even if it is not sent, the information is available while this dialog is open, as a file in the executable directory

Definition at line 17 of file DlgErrorReport.h.

The documentation for this class was generated from the following files:

- Dlg/DlgErrorReport.h
- Dlg/DlgErrorReport.cpp

5.101 DlgFilterCommand Class Reference

Command pattern object for receiving new parameters in DlgFilterWorker from GUI thread.

`#include <DlgFilterCommand.h>`

Public Member Functions

- DlgFilterCommand (ColorFilterMode colorFilterMode, double low0To1, double high0To1)

  Initial constructor.
- DlgFilterCommand (const DlgFilterCommand &other)

  Copy constructor.
- DlgFilterCommand & operator= (const DlgFilterCommand &other)

  Assignment operator.
- ColorFilterMode colorFilterMode () const

  Get method for filter mode.
- double high0To1 () const

  Get method for high value.
- double low0To1 () const

  Get method for low value.

5.101.1 Detailed Description

Command pattern object for receiving new parameters in DlgFilterWorker from GUI thread.

Definition at line 13 of file DlgFilterCommand.h.

The documentation for this class was generated from the following files:

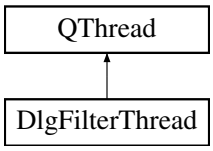
- Dlg/DlgFilterCommand.h
- Dlg/DlgFilterCommand.cpp

5.102 DlgFilterThread Class Reference

Class for processing new filter settings. This is based on http://blog.debao.me/2013/08/how-to-use-qthread-in-

`#include <DlgFilterThread.h>`

Inheritance diagram for DlgFilterThread:



Signals

- void signalTransferPiece (int xLeft, QImage image)

  Send a processed vertical piece of the original pixmap. The destination is between xLeft and xLeft+pixmap.width()

Public Member Functions

- DlgFilterThread (const QPixmap &pixmapOriginal, QRgb rgbBackground, DlgSettingsColorFilter &dlg↩ SettingsColorFilter)

  Single constructor.
- virtual void run ()

  Run this thread.

5.102.1 Detailed Description

Class for processing new filter settings. This is based on http://blog.debao.me/2013/08/how-to-use-qthread-in-

Definition at line 18 of file DlgFilterThread.h.

The documentation for this class was generated from the following files:

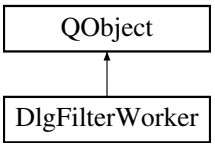
- Dlg/DlgFilterThread.h
- Dlg/DlgFilterThread.cpp

5.103 DlgFilterWorker Class Reference

Class for processing new filter settings. This is based on http://blog.debao.me/2013/08/how-to-use-qworker-in-

`#include <DlgFilterWorker.h>`

Inheritance diagram for DlgFilterWorker:



Public Slots

- void slotNewParameters (ColorFilterMode colorFilterMode, double low, double high)

  Start processing with a new set of parameters. Any ongoing processing is interrupted when m_filterMode changes.

Signals

- void signalTransferPiece (int xLeft, QImage image)

  Send a processed vertical piece of the original pixmap. The destination is between xLeft and xLeft+pixmap.width()

Public Member Functions

- DlgFilterWorker (const QPixmap &pixmapOriginal, QRgb m_rgbBackground)

  Single constructor.

5.103.1 Detailed Description

Class for processing new filter settings. This is based on http://blog.debao.me/2013/08/how-to-use-qworker-in-

Definition at line 22 of file DlgFilterWorker.h.

The documentation for this class was generated from the following files:

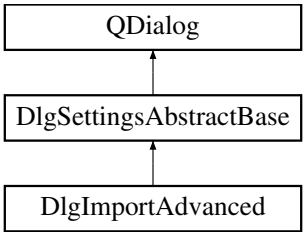
- Dlg/DlgFilterWorker.h
- Dlg/DlgFilterWorker.cpp

5.104 DlgImportAdvanced Class Reference

Dialog for setting the advanced parameters in a newly imported Document.

`#include <DlgImportAdvanced.h>`

Inheritance diagram for DlgImportAdvanced:



Public Member Functions

- DlgImportAdvanced (MainWindow &mainWindow)

  Single constructor.
- virtual void createOptionalSaveDefault (QHBoxLayout *layout)

  Let subclass define an optional Save As Default button.
- virtual QWidget * createSubPanel ()

  Create dialog-specific panel to which base class will add Ok and Cancel buttons.
- DocumentAxesPointsRequired documentAxesPointsRequired () const

  Number of axes points selected by user.
- virtual void handleOk ()

  Process slotOk.
- virtual void load (CmdMediator &cmdMediator)

  Load settings from Document.
- unsigned int numberCoordSystem () const

  Number of coordinate systems selected by user.

Additional Inherited Members

5.104.1 Detailed Description

Dialog for setting the advanced parameters in a newly imported Document.

Definition at line 19 of file DlgImportAdvanced.h.

The documentation for this class was generated from the following files:

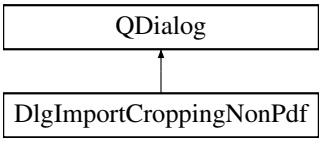
- Dlg/DlgImportAdvanced.h
- Dlg/DlgImportAdvanced.cpp

5.105 DlgImportCroppingNonPdf Class Reference

Dialog for selecting a page and frame on that page when importing an image from a non-pdf file.

```
#include <DlgImportCroppingNonPdf.h>
```

Inheritance diagram for DlgImportCroppingNonPdf:



Public Member Functions

- DlgImportCroppingNonPdf (const QString &fileName)

  Single constructor.
- QImage image () const

  Image that was selected. Value is null if loading failed.
- virtual void showEvent (QShowEvent ∗event)

  Do preparation before dialog is displayed.

5.105.1 Detailed Description

Dialog for selecting a page and frame on that page when importing an image from a non-pdf file.

Definition at line 24 of file DlgImportCroppingNonPdf.h.

The documentation for this class was generated from the following files:

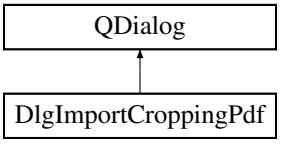
- Dlg/DlgImportCroppingNonPdf.h
- Dlg/DlgImportCroppingNonPdf.cpp

5.106 DlgImportCroppingPdf Class Reference

Dialog for selecting a page and frame on that page when importing an image from a pdf file.

`#include <DlgImportCroppingPdf.h>`

Inheritance diagram for DlgImportCroppingPdf:



Public Member Functions

- DlgImportCroppingPdf (const Poppler::Document &document, int resolution)

  Single constructor.
- QImage image () const

  Image that was selected. Value is null if loading failed.
- virtual void showEvent (QShowEvent ∗event)

  Do preparation before dialog is displayed.

5.106.1 Detailed Description

Dialog for selecting a page and frame on that page when importing an image from a pdf file.

Definition at line 28 of file DlgImportCroppingPdf.h.

The documentation for this class was generated from the following files:

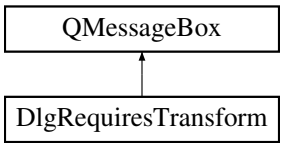
- Dlg/DlgImportCroppingPdf.h
- Dlg/DlgImportCroppingPdf.cpp

5.107 DlgRequiresTransform Class Reference

Dialog to be displayed whenever some operation or processing cannot be performed since the axis points are not defined.

```
#include <DlgRequiresTransform.h>
```

Inheritance diagram for DlgRequiresTransform:



Public Member Functions

- DlgRequiresTransform (const QString &context)

  Single constructor.

5.107.1 Detailed Description

Dialog to be displayed whenever some operation or processing cannot be performed since the axis points are not defined.

Definition at line 13 of file DlgRequiresTransform.h.

The documentation for this class was generated from the following files:

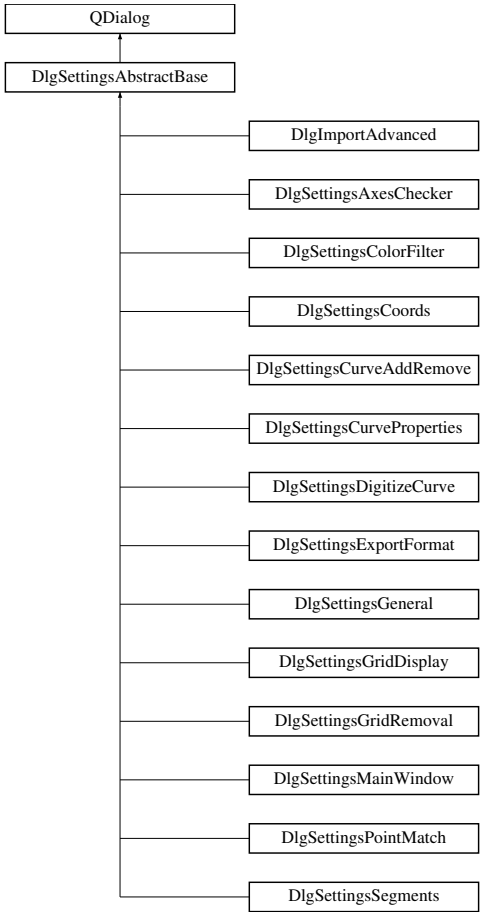
- Dlg/DlgRequiresTransform.h
- Dlg/DlgRequiresTransform.cpp

5.108 DlgSettingsAbstractBase Class Reference

Abstract base class for all Settings dialogs.

`#include <DlgSettingsAbstractBase.h>`

Inheritance diagram for DlgSettingsAbstractBase:



Public Member Functions

- DlgSettingsAbstractBase (const QString &title, const QString &dialogName, MainWindow &mainWindow)

  Single constructor.

Protected Member Functions

- CmdMediator & cmdMediator ()

  Provide access to Document information wrapped inside CmdMediator.
- virtual void createOptionalSaveDefault (QHBoxLayout *layout)=0

  Let subclass define an optional Save As Default button.
- virtual QWidget * createSubPanel ()=0

  Create dialog-specific panel to which base class will add Ok and Cancel buttons.
- void enableOk (bool enable)

  Let leaf subclass control the Ok button.

- void finishPanel (QWidget *subPanel)

  Add Ok and Cancel buttons to subpanel to get the whole dialog.
- virtual void handleOk ()=0

  Process slotOk.
- virtual void load (CmdMediator &cmdMediator)=0

  Load settings from Document.
- MainWindow & mainWindow ()

  Get method for MainWindow.
- const MainWindow & mainWindow () const

  Const get method for MainWindow.
- void populateColorComboWithoutTransparent (QComboBox &combo)

  Add colors in color palette to combobox, without transparent entry at end.
- void populateColorComboWithTransparent (QComboBox &combo)

  Add colors in color palette to combobox, with transparent entry at end.
- void setCmdMediator (CmdMediator &cmdMediator)

  Store CmdMediator for easy access by the leaf class.
- void setDisableOkAtStartup (bool disableOkAtStartup)

  Override the default Ok button behavior applied in showEvent.

Static Protected Attributes

- static int MINIMUM_DIALOG_WIDTH = 350

  Dialog layout constant that guarantees every widget has sufficient room.
- static int MINIMUM_PREVIEW_HEIGHT = 200

  Dialog layout constant that guarantees preview has sufficent room.

5.108.1 Detailed Description

Abstract base class for all Settings dialogs.

Definition at line 19 of file DlgSettingsAbstractBase.h.

5.108.2 Member Function Documentation

5.108.2.1 void DlgSettingsAbstractBase::enableOk (bool *enable*) [protected]

Let leaf subclass control the Ok button.

This method is separate from the subclasses' updateControls, rather than part of that method since updateControls is not aware of when it is called at startup - at which point the ok button should ALWAYS be disabled since there are not yet any changes. In other words, we call this method at startup to override the ok button state that was just set by updateControls

Note - if this method is called with a constant value of true from updateControls, one of two cases applies: 1) There are no constraints to worry about (like a required text field cannot be empty) 2) There are constraints, but they are already handled by validators and/or other constraint logic

Definition at line 51 of file DlgSettingsAbstractBase.cpp.

The documentation for this class was generated from the following files:

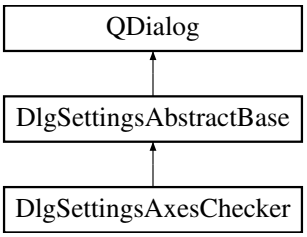
- Dlg/DlgSettingsAbstractBase.h
- Dlg/DlgSettingsAbstractBase.cpp

5.109 DlgSettingsAxesChecker Class Reference

Dialog for editing axes checker settings.

`#include <DlgSettingsAxesChecker.h>`

Inheritance diagram for DlgSettingsAxesChecker:



Public Member Functions

- DlgSettingsAxesChecker (MainWindow &mainWindow)

  Single constructor.
- virtual void createOptionalSaveDefault (QHBoxLayout *layout)

  Let subclass define an optional Save As Default button.
- virtual QWidget * createSubPanel ()

  Create dialog-specific panel to which base class will add Ok and Cancel buttons.
- virtual void load (CmdMediator &cmdMediator)

  Load settings from Document.

Protected Member Functions

- virtual void handleOk ()

  Process slotOk.

Additional Inherited Members

5.109.1 Detailed Description

Dialog for editing axes checker settings.

Definition at line 24 of file DlgSettingsAxesChecker.h.

The documentation for this class was generated from the following files:

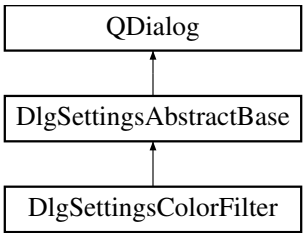
- Dlg/DlgSettingsAxesChecker.h
- Dlg/DlgSettingsAxesChecker.cpp

5.110 DlgSettingsColorFilter Class Reference

Dialog for editing filtering settings.

`#include <DlgSettingsColorFilter.h>`

Inheritance diagram for DlgSettingsColorFilter:



Public Slots

- void slotTransferPiece (int xLeft, QImage image)

  Receive processed piece of preview image, to be inserted at xLeft to xLeft+pixmap.width().

Signals

- void signalApplyFilter (ColorFilterMode colorFilterMode, double low, double high)

  Send filter parameters to DlgFilterThread and DlgFilterWorker for processing.

Public Member Functions

- DlgSettingsColorFilter (MainWindow &mainWindow)

  Single constructor.
- virtual void createOptionalSaveDefault (QHBoxLayout *layout)

  Let subclass define an optional Save As Default button.
- virtual QWidget * createSubPanel ()

  Create dialog-specific panel to which base class will add Ok and Cancel buttons.
- virtual void load (CmdMediator &cmdMediator)

  Load settings from Document.

Protected Member Functions

- virtual void handleOk ()

  Process slotOk.

Additional Inherited Members

5.110.1 Detailed Description

Dialog for editing filtering settings.

Definition at line 29 of file DlgSettingsColorFilter.h.

The documentation for this class was generated from the following files:

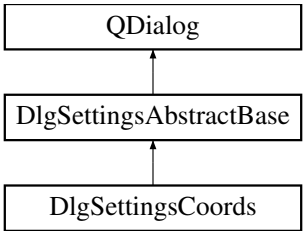
- Dlg/DlgSettingsColorFilter.h
- Dlg/DlgSettingsColorFilter.cpp

5.111 DlgSettingsCoords Class Reference

Dialog for editing coordinates settings.

`#include <DlgSettingsCoords.h>`

Inheritance diagram for DlgSettingsCoords:



Public Member Functions

- DlgSettingsCoords (MainWindow &mainWindow)

  Single constructor.
- virtual void createOptionalSaveDefault (QHBoxLayout *layout)

  Let subclass define an optional Save As Default button.
- virtual QWidget * createSubPanel ()

  Create dialog-specific panel to which base class will add Ok and Cancel buttons.
- virtual void load (CmdMediator &cmdMediator)

  Load settings from Document.

Protected Member Functions

- virtual void handleOk ()

  Process slotOk.

Additional Inherited Members

5.111.1 Detailed Description

Dialog for editing coordinates settings.

Definition at line 27 of file DlgSettingsCoords.h.

The documentation for this class was generated from the following files:

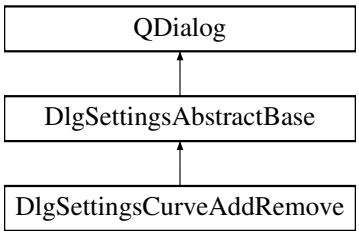
- Dlg/DlgSettingsCoords.h
- Dlg/DlgSettingsCoords.cpp

5.112 DlgSettingsCurveAddRemove Class Reference

Dialog for editing curve names settings.

`#include <DlgSettingsCurveAddRemove.h>`

Inheritance diagram for DlgSettingsCurveAddRemove:



Public Member Functions

- DlgSettingsCurveAddRemove (MainWindow &mainWindow)

  Single constructor.
- virtual void createOptionalSaveDefault (QHBoxLayout *layout)

  Let subclass define an optional Save As Default button.
- virtual QWidget * createSubPanel ()

  Create dialog-specific panel to which base class will add Ok and Cancel buttons.
- void load (CmdMediator &cmdMediator)

  Load settings from Document.

Protected Member Functions

- virtual void handleOk ()

  Process slotOk.

Additional Inherited Members

5.112.1 Detailed Description

Dialog for editing curve names settings.

The debug macro DLG_SETTINGS_DEBUG can be temporarily set to see the hidden columns

Definition at line 23 of file DlgSettingsCurveAddRemove.h.

The documentation for this class was generated from the following files:

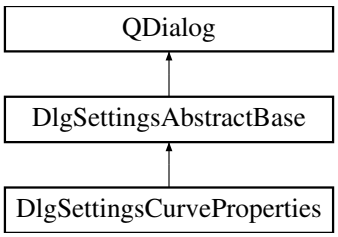
- Dlg/DlgSettingsCurveAddRemove.h
- Dlg/DlgSettingsCurveAddRemove.cpp

5.113 DlgSettingsCurveProperties Class Reference

Dialog for editing curve properties settings.

`#include <DlgSettingsCurveProperties.h>`

Inheritance diagram for DlgSettingsCurveProperties:



Public Member Functions

- DlgSettingsCurveProperties (MainWindow &mainWindow)

  Single constructor.
- virtual void createOptionalSaveDefault (QHBoxLayout *layout)

  Let subclass define an optional Save As Default button.
- virtual QWidget * createSubPanel ()

  Create dialog-specific panel to which base class will add Ok and Cancel buttons.
- virtual void load (CmdMediator &cmdMediator)

  Load settings from Document.
- void setCurveName (const QString &curveName)

  Load information for the specified curve name. When called externally, the load method must have been called first.

Protected Member Functions

- virtual void handleOk ()

  Process slotOk.

Additional Inherited Members

5.113.1 Detailed Description

Dialog for editing curve properties settings.

Definition at line 23 of file DlgSettingsCurveProperties.h.

The documentation for this class was generated from the following files:

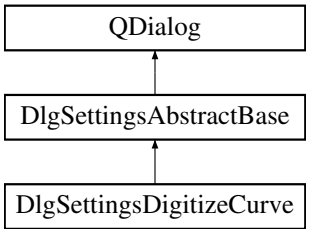
- Dlg/DlgSettingsCurveProperties.h
- Dlg/DlgSettingsCurveProperties.cpp

5.114 DlgSettingsDigitizeCurve Class Reference

Dialog for editing DigitizeStateCurve settings.

```
#include <DlgSettingsDigitizeCurve.h>
```

Inheritance diagram for DlgSettingsDigitizeCurve:



Public Member Functions

- DlgSettingsDigitizeCurve (MainWindow &mainWindow)

  Single constructor.
- virtual void createOptionalSaveDefault (QHBoxLayout *layout)

  Let subclass define an optional Save As Default button.
- virtual QWidget * createSubPanel ()

  Create dialog-specific panel to which base class will add Ok and Cancel buttons.
- virtual void load (CmdMediator &cmdMediator)

  Load settings from Document.

Protected Member Functions

- virtual void handleOk ()

  Process slotOk.

Additional Inherited Members

5.114.1 Detailed Description

Dialog for editing DigitizeStateCurve settings.

The preview window would should the selected cursor in the center, but there is no way to access the image of Qt::CrossCursor (QCursor::pixmap only works for custom cursors that were defined by a QPixmap)

Definition at line 26 of file DlgSettingsDigitizeCurve.h.

The documentation for this class was generated from the following files:

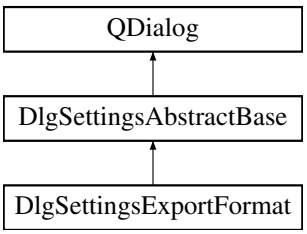
- Dlg/DlgSettingsDigitizeCurve.h
- Dlg/DlgSettingsDigitizeCurve.cpp

5.115 DlgSettingsExportFormat Class Reference

Dialog for editing exporting settings.

`#include <DlgSettingsExportFormat.h>`

Inheritance diagram for DlgSettingsExportFormat:



Public Member Functions

- DlgSettingsExportFormat (MainWindow &mainWindow)

  Single constructor.
- virtual void createOptionalSaveDefault (QHBoxLayout *layout)

  Let subclass define an optional Save As Default button.
- virtual QWidget * createSubPanel ()

  Create dialog-specific panel to which base class will add Ok and Cancel buttons.
- virtual void load (CmdMediator &cmdMediator)

  Load settings from Document.

Protected Member Functions

- virtual void handleOk ()

  Process slotOk.

Additional Inherited Members

5.115.1 Detailed Description

Dialog for editing exporting settings.

Definition at line 28 of file DlgSettingsExportFormat.h.

The documentation for this class was generated from the following files:

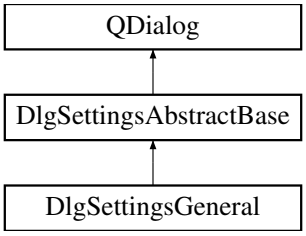
- Dlg/DlgSettingsExportFormat.h
- Dlg/DlgSettingsExportFormat.cpp

5.116 DlgSettingsGeneral Class Reference

Dialog for editing general settings.

```
#include <DlgSettingsGeneral.h>
```

Inheritance diagram for DlgSettingsGeneral:



Public Member Functions

- DlgSettingsGeneral (MainWindow &mainWindow)

  Single constructor.
- virtual void createOptionalSaveDefault (QHBoxLayout *layout)

  Let subclass define an optional Save As Default button.
- virtual QWidget * createSubPanel ()

  Create dialog-specific panel to which base class will add Ok and Cancel buttons.
- virtual void load (CmdMediator &cmdMediator)

  Load settings from Document.

Protected Member Functions

- virtual void handleOk ()

  Process slotOk.

Additional Inherited Members

5.116.1 Detailed Description

Dialog for editing general settings.

Definition at line 18 of file DlgSettingsGeneral.h.

The documentation for this class was generated from the following files:

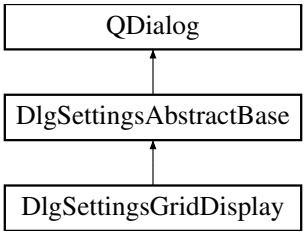
- Dlg/DlgSettingsGeneral.h
- Dlg/DlgSettingsGeneral.cpp

5.117 DlgSettingsGridDisplay Class Reference

Dialog for editing grid display settings.

`#include <DlgSettingsGridDisplay.h>`

Inheritance diagram for DlgSettingsGridDisplay:



Public Member Functions

- DlgSettingsGridDisplay (MainWindow &mainWindow)

  Single constructor.
- virtual void createOptionalSaveDefault (QHBoxLayout *layout)

  Let subclass define an optional Save As Default button.
- virtual QWidget * createSubPanel ()

  Create dialog-specific panel to which base class will add Ok and Cancel buttons.
- virtual void load (CmdMediator &cmdMediator)

  Load settings from Document.

Protected Member Functions

- virtual void handleOk ()

  Process slotOk.

Additional Inherited Members

5.117.1 Detailed Description

Dialog for editing grid display settings.

Definition at line 25 of file DlgSettingsGridDisplay.h.

The documentation for this class was generated from the following files:

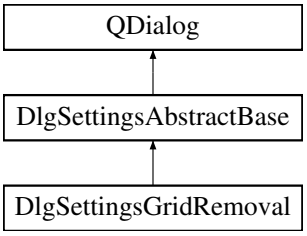
- Dlg/DlgSettingsGridDisplay.h
- Dlg/DlgSettingsGridDisplay.cpp

5.118 DlgSettingsGridRemoval Class Reference

Dialog for editing grid removal settings.

`#include <DlgSettingsGridRemoval.h>`

Inheritance diagram for DlgSettingsGridRemoval:



Public Member Functions

- DlgSettingsGridRemoval (MainWindow &mainWindow)

  Single constructor.
- virtual void createOptionalSaveDefault (QHBoxLayout *layout)

  Let subclass define an optional Save As Default button.
- virtual QWidget * createSubPanel ()

  Create dialog-specific panel to which base class will add Ok and Cancel buttons.
- virtual void load (CmdMediator &cmdMediator)

  Load settings from Document.

Protected Member Functions

- virtual void handleOk ()

  Process slotOk.

Additional Inherited Members

5.118.1 Detailed Description

Dialog for editing grid removal settings.

Definition at line 23 of file DlgSettingsGridRemoval.h.

The documentation for this class was generated from the following files:

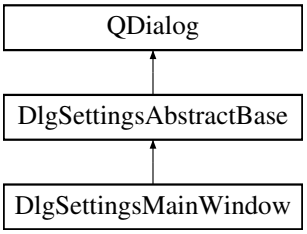
- Dlg/DlgSettingsGridRemoval.h
- Dlg/DlgSettingsGridRemoval.cpp

5.119 DlgSettingsMainWindow Class Reference

Dialog for editing main window settings, which are entirely independent of all documents.

`#include <DlgSettingsMainWindow.h>`

Inheritance diagram for DlgSettingsMainWindow:



Public Member Functions

- DlgSettingsMainWindow (MainWindow &mainWindow)

  Single constructor.
- virtual void createOptionalSaveDefault (QHBoxLayout *layout)

  Let subclass define an optional Save As Default button.
- virtual QWidget * createSubPanel ()

  Create dialog-specific panel to which base class will add Ok and Cancel buttons.
- virtual void load (CmdMediator &cmdMediator)

  Load settings from Document.
- void loadMainWindowModel (CmdMediator &cmdMediator, const MainWindowModel &modelMainWindow)

  Replaced load method since the main window settings are independent of document, unlike other DlgSettings classes.*

Protected Member Functions

- virtual void handleOk ()

  Process slotOk.

Additional Inherited Members

5.119.1 Detailed Description

Dialog for editing main window settings, which are entirely independent of all documents.

Definition at line 22 of file DlgSettingsMainWindow.h.

The documentation for this class was generated from the following files:

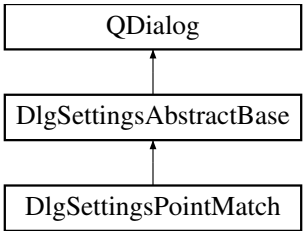
- Dlg/DlgSettingsMainWindow.h
- Dlg/DlgSettingsMainWindow.cpp

5.120 DlgSettingsPointMatch Class Reference

Dialog for editing point match settings, for DigitizeStatePointMatch.

`#include <DlgSettingsPointMatch.h>`

Inheritance diagram for DlgSettingsPointMatch:



Public Member Functions

- DlgSettingsPointMatch (MainWindow &mainWindow)

  Single constructor.
- virtual void createOptionalSaveDefault (QHBoxLayout *layout)

  Let subclass define an optional Save As Default button.
- virtual QWidget * createSubPanel ()

  Create dialog-specific panel to which base class will add Ok and Cancel buttons.
- virtual void load (CmdMediator &cmdMediator)

  Load settings from Document.

Protected Member Functions

- virtual void handleOk ()

  Process slotOk.

Additional Inherited Members

5.120.1 Detailed Description

Dialog for editing point match settings, for DigitizeStatePointMatch.

Definition at line 24 of file DlgSettingsPointMatch.h.

The documentation for this class was generated from the following files:

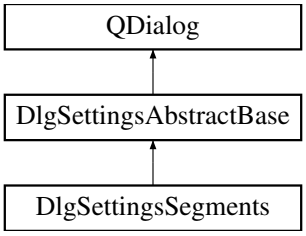
- Dlg/DlgSettingsPointMatch.h
- Dlg/DlgSettingsPointMatch.cpp

5.121 DlgSettingsSegments Class Reference

Dialog for editing Segments settings, for DigitizeStateSegment.

`#include <DlgSettingsSegments.h>`

Inheritance diagram for DlgSettingsSegments:



Public Member Functions

- DlgSettingsSegments (MainWindow &mainWindow)

  Single constructor.
- virtual void createOptionalSaveDefault (QHBoxLayout *layout)

  Let subclass define an optional Save As Default button.
- virtual QWidget * createSubPanel ()

  Create dialog-specific panel to which base class will add Ok and Cancel buttons.
- virtual void load (CmdMediator &cmdMediator)

  Load settings from Document.

Protected Member Functions

- virtual void handleOk ()

  Process slotOk.

Additional Inherited Members

5.121.1 Detailed Description

Dialog for editing Segments settings, for DigitizeStateSegment.

Definition at line 27 of file DlgSettingsSegments.h.

The documentation for this class was generated from the following files:

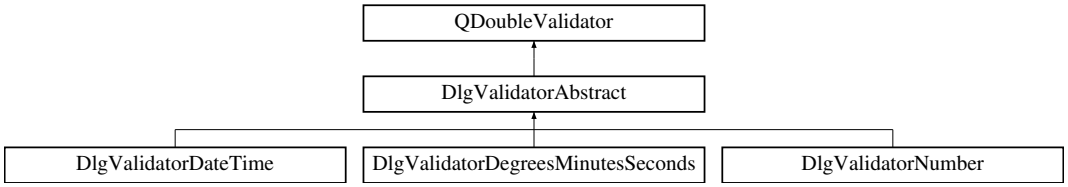
- Dlg/DlgSettingsSegments.h
- Dlg/DlgSettingsSegments.cpp

5.122 DlgValidatorAbstract Class Reference

Abstract validator for all numeric formats.

`#include <DlgValidatorAbstract.h>`

Inheritance diagram for DlgValidatorAbstract:



Public Member Functions

- DlgValidatorAbstract (QObject *parent=0)

  Single constructor.
- virtual QValidator::State validate (QString &input, int &pos) const =0

  Validate according to the numeric format specific to the leaf class.

5.122.1 Detailed Description

Abstract validator for all numeric formats.

Definition at line 14 of file DlgValidatorAbstract.h.

The documentation for this class was generated from the following files:

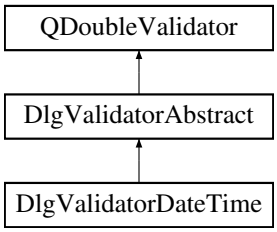
- Dlg/DlgValidatorAbstract.h
- Dlg/DlgValidatorAbstract.cpp

5.123 DlgValidatorDateTime Class Reference

Validator for numeric value expressed as date and/or time.

`#include <DlgValidatorDateTime.h>`

Inheritance diagram for DlgValidatorDateTime:



Public Member Functions

- DlgValidatorDateTime (CoordScale coordScale, CoordUnitsDate coordUnitsDate, CoordUnitsTime coord↩ UnitsTime, QObject ∗parent=0)

  Single constructor.
- virtual QValidator::State validate (QString &input, int &pos) const

  Validate according to the numeric format specific to the leaf class.

5.123.1 Detailed Description

Validator for numeric value expressed as date and/or time.

Definition at line 16 of file DlgValidatorDateTime.h.

The documentation for this class was generated from the following files:

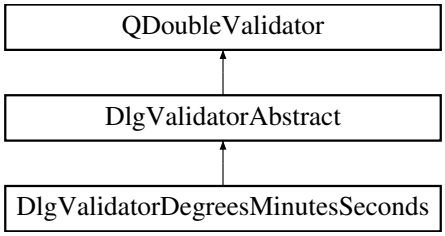
- Dlg/DlgValidatorDateTime.h
- Dlg/DlgValidatorDateTime.cpp

5.124 DlgValidatorDegreesMinutesSeconds Class Reference

Validator for angles in real degrees, integer degrees and real minutes, or integer degrees with integer minutes with real seconds.

`#include <DlgValidatorDegreesMinutesSeconds.h>`

Inheritance diagram for DlgValidatorDegreesMinutesSeconds:



Public Member Functions

- DlgValidatorDegreesMinutesSeconds (CoordScale coordScale, QObject *parent=0)

  Single constructor.
- virtual QValidator::State validate (QString &input, int &pos) const

  Validate according to the numeric format specific to the leaf class.

5.124.1 Detailed Description

Validator for angles in real degrees, integer degrees and real minutes, or integer degrees with integer minutes with real seconds.

Definition at line 17 of file DlgValidatorDegreesMinutesSeconds.h.

The documentation for this class was generated from the following files:

- Dlg/DlgValidatorDegreesMinutesSeconds.h
- Dlg/DlgValidatorDegreesMinutesSeconds.cpp

5.125 DlgValidatorFactory Class Reference

Validator factory.

`#include <DlgValidatorFactory.h>`

Public Member Functions

- DlgValidatorFactory ()

  Single constructor.
- DlgValidatorAbstract * createCartesianOrPolarWithNonPolarPolar (CoordScale coordScale, bool isCartesian, CoordUnitsNonPolarTheta coordUnitsCartesian, CoordUnitsNonPolarTheta coordUnitsPolar, CoordUnits↩ Date coordUnitsDate, CoordUnitsTime coordUnitsTime, const QLocale &locale) const

  Factory method for generating validators for either cartesian or polar case, when polar format is specified by Coord↩ UnitsNonPolarTheta.
- DlgValidatorAbstract * createCartesianOrPolarWithPolarPolar (CoordScale coordScale, bool isCartesian, CoordUnitsNonPolarTheta coordUnitsCartesian, CoordUnitsPolarTheta coordUnitsPolar, CoordUnitsDate coordUnitsDate, CoordUnitsTime coordUnitsTime, const QLocale &locale) const

  Factory method for generating validators for either cartesian or polar case, when polar format is specified by Coord↩ UnitsPolarTheta.
- DlgValidatorAbstract * createWithNonPolar (CoordScale coordScale, CoordUnitsNonPolarTheta coordUnits, CoordUnitsDate coordUnitsDate, CoordUnitsTime coordUnitsTime, const QLocale &locale) const

  Factory method for generating validators when cartesian/polar case handling is handled externally, and format is specified by CoordUnitsNonPolarTheta.
- DlgValidatorAbstract * createWithPolar (CoordScale coordScale, CoordUnitsPolarTheta coordUnits, const QLocale &locale) const

  Factory method for generating validators when cartesian/polar case handling is handled externally, and format is specified by CoordUnitsNonPolarTheta.

5.125.1 Detailed Description

Validator factory.

Definition at line 18 of file DlgValidatorFactory.h.

The documentation for this class was generated from the following files:

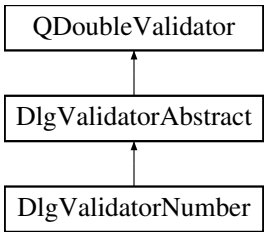
- Dlg/DlgValidatorFactory.h
- Dlg/DlgValidatorFactory.cpp

5.126 DlgValidatorNumber Class Reference

Validator for generic (=simple) numbers.

`#include <DlgValidatorNumber.h>`

Inheritance diagram for DlgValidatorNumber:



Public Member Functions

- DlgValidatorNumber (CoordScale coordScale, const QLocale &locale, QObject ∗parent=0)
  Single constructor.
- virtual QValidator::State validate (QString &input, int &pos) const
  Apply the standard validation with 0 as the exclusive minimum. Call setCoordScale just before calling this method.

5.126.1 Detailed Description

Validator for generic (=simple) numbers.

Definition at line 17 of file DlgValidatorNumber.h.

The documentation for this class was generated from the following files:

- Dlg/DlgValidatorNumber.h
- Dlg/DlgValidatorNumber.cpp

5.127 Document Class Reference

Storage of one imported image and the data attached to that image.

`#include <Document.h>`

Public Member Functions

- Document (const QImage &image)

  Constructor for imported images and dragged images. Only one coordinate system is create - others are added later externally.
- Document (const QString &fileName)

  Constructor for opened Documents, and error report files. The specified file is opened and read.
- void addCoordSystems (unsigned int numberCoordSystemToAdd)

  Add some number (0 or more) of additional coordinate systems.
- void addGraphCurveAtEnd (const QString &curveName)

  Add new graph curve to the list of existing graph curves.
- void addPointAxisWithGeneratedIdentifier (const QPointF &posScreen, const QPointF &posGraph, QString &identifier, double ordinal, bool isXOnly)

  Add a single axis point with a generated point identifier.
- void addPointAxisWithSpecifiedIdentifier (const QPointF &posScreen, const QPointF &posGraph, const QString &identifier, double ordinal, bool isXOnly)

  Add a single axis point with the specified point identifier.
- void addPointGraphWithGeneratedIdentifier (const QString &curveName, const QPointF &posScreen, QString &generatedIentifier, double ordinal)

  Add a single graph point with a generated point identifier.
- void addPointGraphWithSpecifiedIdentifier (const QString &curveName, const QPointF &posScreen, const QString &identifier, double ordinal)

  Add a single graph point with the specified point identifer. Note that PointStyle is not applied to the point within the Document.
- void addPointsInCurvesGraphs (CurvesGraphs &curvesGraphs)

  Add all points identified in the specified CurvesGraphs. See also removePointsInCurvesGraphs.
- void checkAddPointAxis (const QPointF &posScreen, const QPointF &posGraph, bool &isError, QString &errorMessage, bool isXOnly)

  Check before calling addPointAxis. Also returns the next available ordinal number (to prevent clashes)
- void checkEditPointAxis (const QString &pointIdentifier, const QPointF &posScreen, const QPointF &posGraph, bool &isError, QString &errorMessage)

  Check before calling editPointAxis.
- const CoordSystem & coordSystem () const

  Currently active CoordSystem.
- unsigned int coordSystemCount () const

  Number of CoordSystem.
- CoordSystemIndex coordSystemIndex () const

  Index of current active CoordSystem.
- const Curve & curveAxes () const

  Get method for axis curve.
- const Curve * curveForCurveName (const QString &curveName) const

  See CurvesGraphs::curveForCurveNames, although this also works for AXIS_CURVE_NAME.
- const CurvesGraphs & curvesGraphs () const

  Make all Curves available, read only, for CmdAbstract classes only.
- QStringList curvesGraphsNames () const

See CurvesGraphs::curvesGraphsNames.

- int curvesGraphsNumPoints (const QString &curveName) const

  See CurvesGraphs::curvesGraphsNumPoints.

- DocumentAxesPointsRequired documentAxesPointsRequired () const

  Get method for DocumentAxesPointsRequired.

- void editPointAxis (const QPointF &posGraph, const QString &identifier)

  Edit the graph coordinates of a single axis point. Call this after checkAddPointAxis to guarantee success in this call.

- void editPointGraph (bool isX, bool isY, double x, double y, const QStringList &identifiers, const Transformation &transformation)

  Edit the graph coordinates of one or more graph points.

- void initializeGridDisplay (const Transformation &transformation)

  Initialize grid display. This is called immediately after the transformation has been defined for the first time.

- bool isXOnly (const QString &pointIdentifier) const

  See Curve::isXOnly.

- void iterateThroughCurvePointsAxes (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback)

  See Curve::iterateThroughCurvePoints, for the axes curve.

- void iterateThroughCurvePointsAxes (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback) const

  See Curve::iterateThroughCurvePoints, for the axes curve.

- void iterateThroughCurveSegments (const QString &curveName, const Functor2wRet< const Point &, const Point &, CallbackSearchReturn > &ftorWithCallback) const

  See Curve::iterateThroughCurveSegments, for any axes or graph curve.

- void iterateThroughCurvesPointsGraphs (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback)

  See Curve::iterateThroughCurvePoints, for all the graphs curves.

- void iterateThroughCurvesPointsGraphs (const Functor2wRet< const QString &, const Point &, CallbackSearchReturn > &ftorWithCallback) const

  See Curve::iterateThroughCurvePoints, for all the graphs curves.

- bool loadCurvesFile (const QString &curvesFile)

  Load the curve names in the specified Engauge file into the current document. This is called near the end of the import process only.

- DocumentModelAxesChecker modelAxesChecker () const

  Get method for DocumentModelAxesChecker.

- DocumentModelColorFilter modelColorFilter () const

  Get method for DocumentModelColorFilter.

- DocumentModelCoords modelCoords () const

  Get method for DocumentModelCoords.

- CurveStyles modelCurveStyles () const

  Get method for CurveStyles.

- DocumentModelDigitizeCurve modelDigitizeCurve () const

  Get method for DocumentModelDigitizeCurve.

- DocumentModelExportFormat modelExport () const

  Get method for DocumentModelExportFormat.

- DocumentModelGeneral modelGeneral () const

  Get method for DocumentModelGeneral.

- DocumentModelGridDisplay modelGridDisplay () const

  Get method for DocumentModelGridDisplay.

- DocumentModelGridRemoval modelGridRemoval () const

  Get method for DocumentModelGridRemoval.

- DocumentModelPointMatch modelPointMatch () const

  Get method for DocumentModelPointMatch.

- DocumentModelSegments modelSegments () const

  Get method for DocumentModelSegments.
- void movePoint (const QString &pointIdentifier, const QPointF &deltaScreen)

  See Curve::movePoint.
- int nextOrdinalForCurve (const QString &curveName) const

  Default next ordinal value for specified curve.
- QPixmap pixmap () const

  Return the image that is being digitized.
- QPointF positionGraph (const QString &pointIdentifier) const

  See Curve::positionGraph.
- QPointF positionScreen (const QString &pointIdentifier) const

  See Curve::positionScreen.
- void print () const

  Debugging method for printing directly from symbolic debugger.
- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- QString reasonForUnsuccessfulRead () const

  Return an informative text message explaining why startup loading failed. Applies if successfulRead returns false.
- void removePointAxis (const QString &identifier)

  Perform the opposite of addPointAxis.
- void removePointGraph (const QString &identifier)

  Perform the opposite of addPointGraph.
- void removePointsInCurvesGraphs (CurvesGraphs &curvesGraphs)

  Remove all points identified in the specified CurvesGraphs. See also addPointsInCurvesGraphs.
- void saveXml (QXmlStreamWriter &writer) const

  Save document to xml.
- QString selectedCurveName () const

  Currently selected curve name. This is used to set the selected curve combobox in MainWindow.
- void setCoordSystemIndex (CoordSystemIndex coordSystemIndex)

  Set the index of current active CoordSystem.
- void setCurveAxes (const Curve &curveAxes)

  Let CmdAbstract classes overwrite axes Curve.
- void setCurvesGraphs (const CurvesGraphs &curvesGraphs)

  Let CmdAbstract classes overwrite CurvesGraphs.
- void setDocumentAxesPointsRequired (DocumentAxesPointsRequired documentAxesPointsRequired)

  Set the number of axes points required.
- void setModelAxesChecker (const DocumentModelAxesChecker &modelAxesChecker)

  Set method for DocumentModelAxesChecker.
- void setModelColorFilter (const DocumentModelColorFilter &modelColorFilter)

  Set method for DocumentModelColorFilter.
- void setModelCoords (const DocumentModelCoords &modelCoords)

  Set method for DocumentModelCoords.
- void setModelCurveStyles (const CurveStyles &modelCurveStyles)

  Set method for CurveStyles.
- void setModelDigitizeCurve (const DocumentModelDigitizeCurve &modelDigitizeCurve)

  Set method for DocumentModelDigitizeCurve.
- void setModelExport (const DocumentModelExportFormat &modelExport)

  Set method for DocumentModelExportFormat.
- void setModelGeneral (const DocumentModelGeneral &modelGeneral)

  Set method for DocumentModelGeneral.
- void setModelGridDisplay (const DocumentModelGridDisplay &modelGridDisplay)

Set method for DocumentModelGridDisplay.

- void setModelGridRemoval (const DocumentModelGridRemoval &modelGridRemoval)

  Set method for DocumentModelGridRemoval.
- void setModelPointMatch (const DocumentModelPointMatch &modelPointMatch)

  Set method for DocumentModelPointMatch.
- void setModelSegments (const DocumentModelSegments &modelSegments)

  Set method for DocumentModelSegments.
- void setPixmap (const QImage &image)

  Set method for the background pixmap.
- void setSelectedCurveName (const QString &selectedCurveName)

  Save curve name that is selected for the current coordinate system, for the next time the coordinate system reappears.
- bool successfulRead () const

  Return true if startup loading succeeded. If the loading failed then reasonForUnsuccessfulRed will explain why.
- void updatePointOrdinals (const Transformation &transformation)

  Update point ordinals after point addition/removal or dragging.

5.127.1 Detailed Description

Storage of one imported image and the data attached to that image.

Definition at line 41 of file Document.h.

5.127.2 Member Function Documentation

5.127.2.1 void Document::addCoordSystems (unsigned int *numberCoordSystemToAdd*)

Add some number (0 or more) of additional coordinate systems.

This is only safe to call during import and before any changes have been made to the Document

Definition at line 145 of file Document.cpp.

5.127.2.2 void Document::addPointAxisWithGeneratedIdentifier (const QPointF & *posScreen*, const QPointF & *posGraph*, QString & *identifier*, double *ordinal*, bool *isXOnly*)

Add a single axis point with a generated point identifier.

Call this after checkAddPointAxis to guarantee success in this call.

Parameters

posScreen	Screen coordinates from QGraphicsView
posGraph	Graph coordiantes from user
identifier	Identifier for new axis point
ordinal	Unique, for curve, ordinal number
isXOnly	True if point has only an x coordinate

Definition at line 161 of file Document.cpp.

5.127.2.3 void Document::addPointAxisWithSpecifiedIdentifier (const QPointF & *posScreen,* const QPointF & *posGraph,* const QString & *identifier,* double *ordinal,* bool *isXOnly*)

Add a single axis point with the specified point identifier.

Call this after checkAddPointAxis to guarantee success in this call.

Parameters

posScreen	Screen coordinates from QGraphicsView
posGraph	Graph coordiantes from user
identifier	Identifier for new axis point
ordinal	Unique, for curve, ordinal number
isXOnly	True if point has only an x coordinate

Definition at line 176 of file Document.cpp.

5.127.2.4 void Document::setDocumentAxesPointsRequired (DocumentAxesPointsRequired *documentAxesPointsRequired*)

Set the number of axes points required.

This is called during the Document creation process, after imported images have been previewed or loaded files have had at least some xml parsing

Definition at line 864 of file Document.cpp.

5.127.2.5 void Document::updatePointOrdinals (const Transformation & *transformation*)

Update point ordinals after point addition/removal or dragging.

See GraphicsScene::updatePointOrdinalsAfterDrag. Graph coordinates of point must be up to date

Definition at line 986 of file Document.cpp.

The documentation for this class was generated from the following files:

- Document/Document.h
- Document/Document.cpp

5.128 DocumentHashGenerator Class Reference

Generates a DocumentHash value representing the state of the entire Document.

`#include <DocumentHashGenerator.h>`

Public Member Functions

- DocumentHashGenerator ()

  Single constructor.
- DocumentHash generate (const Document &document) const

  Generate the hash for external storage.

5.128.1 Detailed Description

Generates a DocumentHash value representing the state of the entire Document.

Definition at line 15 of file DocumentHashGenerator.h.

The documentation for this class was generated from the following files:

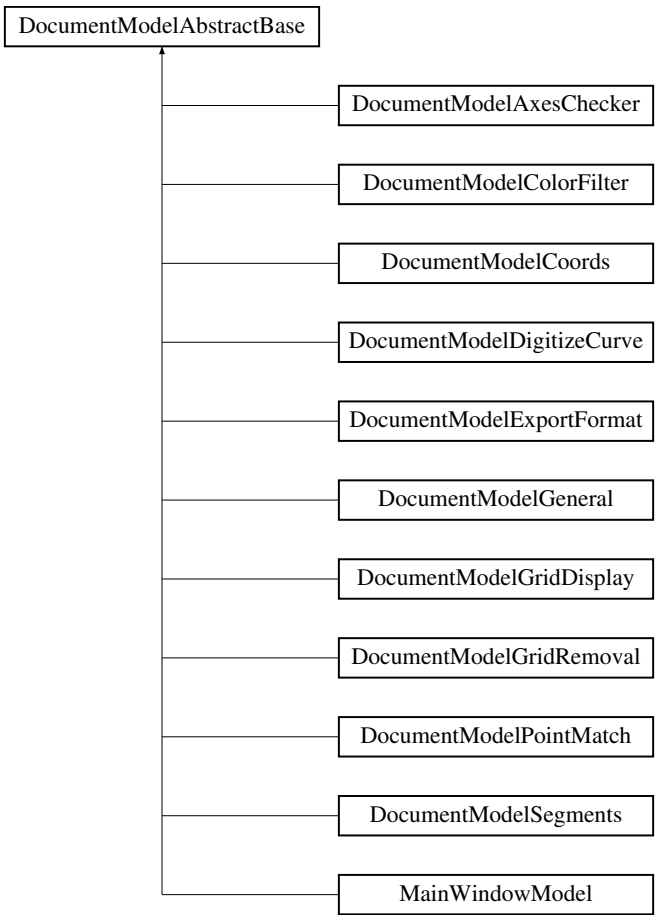
- Document/DocumentHashGenerator.h
- Document/DocumentHashGenerator.cpp

5.129 DocumentModelAbstractBase Class Reference

Abstract base class for document models. This class enforces a common interface for the leaf subclasses.

`#include <DocumentModelAbstractBase.h>`

Inheritance diagram for DocumentModelAbstractBase:



Public Member Functions

- DocumentModelAbstractBase ()

  Single constructor.
- virtual ~DocumentModelAbstractBase ()

  Single destructor.

Protected Member Functions

- virtual void loadXml (QXmlStreamReader &reader)=0

  Load model from serialized xml.
- virtual void saveXml (QXmlStreamWriter &writer) const =0

  Save entire model as xml into stream.

5.129.1 Detailed Description

Abstract base class for document models. This class enforces a common interface for the leaf subclasses.

Definition at line 16 of file DocumentModelAbstractBase.h.

The documentation for this class was generated from the following files:

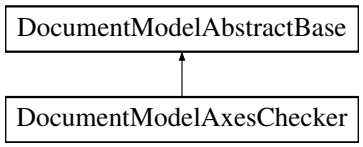
- Document/DocumentModelAbstractBase.h
- Document/DocumentModelAbstractBase.cpp

5.130 DocumentModelAxesChecker Class Reference

Model for DlgSettingsAxesChecker and CmdSettingsAxesChecker.

```
#include <DocumentModelAxesChecker.h>
```

Inheritance diagram for DocumentModelAxesChecker:



Public Member Functions

- DocumentModelAxesChecker ()
  Default constructor.
- DocumentModelAxesChecker (const Document &document)
  Initial constructor from Document.
- DocumentModelAxesChecker (const DocumentModelAxesChecker &other)
  Copy constructor.
- DocumentModelAxesChecker & operator= (const DocumentModelAxesChecker &other)
  Assignment constructor.
- CheckerMode checkerMode () const
  Get method for checker lifetime mode.
- int checkerSeconds () const
  Get method for checker lifetime in seconds.
- ColorPalette lineColor () const
  Get method for line color.
- virtual void loadXml (QXmlStreamReader &reader)
  Load model from serialized xml.
- void printStream (QString indentation, QTextStream &str) const
  Debugging method that supports print method of this class and printStream method of some other class(es)
- virtual void saveXml (QXmlStreamWriter &writer) const
  Save entire model as xml into stream.
- void setCheckerMode (CheckerMode checkerMode)
  Set method for checker mode.
- void setCheckerSeconds (int seconds)
  Set method for checker lifetime in seconds.
- void setLineColor (ColorPalette lineColor)
  Set method for line color.

Additional Inherited Members

5.130.1 Detailed Description

Model for DlgSettingsAxesChecker and CmdSettingsAxesChecker.

Definition at line 18 of file DocumentModelAxesChecker.h.

The documentation for this class was generated from the following files:

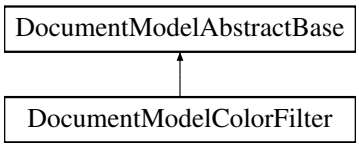
- Document/DocumentModelAxesChecker.h
- Document/DocumentModelAxesChecker.cpp

5.131 DocumentModelColorFilter Class Reference

Model for DlgSettingsColorFilter and CmdSettingsColorFilter.

`#include <DocumentModelColorFilter.h>`

Inheritance diagram for DocumentModelColorFilter:



Public Member Functions

- DocumentModelColorFilter ()

  Default constructor.
- DocumentModelColorFilter (const DocumentModelColorFilter &other)

  Copy constructor.
- DocumentModelColorFilter (const CoordSystem &coordSystem)

  Initial constructor from CoordSystem.
- DocumentModelColorFilter & operator= (const DocumentModelColorFilter &other)

  Assignment constructor.
- ColorFilterMode colorFilterMode (const QString &curveName) const

  Get method for filter mode.
- const ColorFilterSettings colorFilterSettings (const QString &curveName) const

  Get method for copying one color filter. Cannot return just a reference or else there is a warning about returning reference to temporary.
- const ColorFilterSettingsList & colorFilterSettingsList () const

  Get method for copying all color filters in one step.
- int foregroundHigh (const QString &curveName) const

  Get method for foreground higher bound.
- int foregroundLow (const QString &curveName) const

  Get method for foreground lower bound.
- double high (const QString &curveName) const

  High value of foreground, hue, intensity, saturation or value according to current filter mode.
- int hueHigh (const QString &curveName) const

  Get method for hue higher bound.
- int hueLow (const QString &curveName) const

  Get method for hue lower bound.
- int intensityHigh (const QString &curveName) const

  Get method for intensity higher bound.
- int intensityLow (const QString &curveName) const

  Get method for intensity lower bound.
- virtual void loadXml (QXmlStreamReader &reader)

  Load model from serialized xml.
- double low (const QString &curveName) const

  Low value of foreground, hue, intensity, saturation or value according to current filter mode normalized to 0 to 1.
- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- int saturationHigh (const QString &curveName) const

  Get method for saturation higher bound.
- int saturationLow (const QString &curveName) const

  Get method for saturation lower bound.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save entire model as xml into stream.
- void setColorFilterMode (const QString &curveName, ColorFilterMode colorFilterMode)

  Set method for filter mode.
- void setForegroundHigh (const QString &curveName, int foregroundHigh)

  Set method for foreground higher bound.
- void setForegroundLow (const QString &curveName, int foregroundLow)

  Set method for foreground lower bound.
- void setHigh (const QString &curveName, double s0To1)

  Set the high value for the current filter mode.

- void setHueHigh (const QString &curveName, int hueHigh)
  Set method for hue higher bound.
- void setHueLow (const QString &curveName, int hueLow)
  Set method for hue lower bound.
- void setIntensityHigh (const QString &curveName, int intensityHigh)
  Set method for intensity higher bound.
- void setIntensityLow (const QString &curveName, int intensityLow)
  Set method for intensity lower bound.
- void setLow (const QString &curveName, double s0To1)
  Set the low value for the current filter mode.
- void setSaturationHigh (const QString &curveName, int saturationHigh)
  Set method for saturation high.
- void setSaturationLow (const QString &curveName, int saturationLow)
  Set method for saturation low.
- void setValueHigh (const QString &curveName, int valueHigh)
  Set method for value high.
- void setValueLow (const QString &curveName, int valueLow)
  Set method for value low.
- int valueHigh (const QString &curveName) const
  Get method for value high.
- int valueLow (const QString &curveName) const
  Get method for value low.

Additional Inherited Members

5.131.1 Detailed Description

Model for DlgSettingsColorFilter and CmdSettingsColorFilter.

Definition at line 21 of file DocumentModelColorFilter.h.

5.131.2 Member Function Documentation

5.131.2.1 double DocumentModelColorFilter::high (const QString & *curveName*) const

High value of foreground, hue, intensity, saturation or value according to current filter mode.

normalized to 0 to 1.

Definition at line 105 of file DocumentModelColorFilter.cpp.

5.131.2.2 double DocumentModelColorFilter::low (const QString & *curveName*) const

Low value of foreground, hue, intensity, saturation or value according to current filter mode normalized to 0 to 1.

Definition at line 212 of file DocumentModelColorFilter.cpp.

The documentation for this class was generated from the following files:

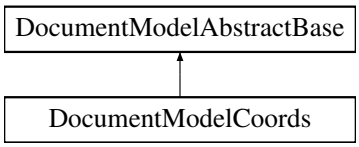
- Document/DocumentModelColorFilter.h
- Document/DocumentModelColorFilter.cpp

5.132 DocumentModelCoords Class Reference

Model for DlgSettingsCoords and CmdSettingsCoords.

`#include <DocumentModelCoords.h>`

Inheritance diagram for DocumentModelCoords:



Public Member Functions

- DocumentModelCoords ()
  Default constructor.
- DocumentModelCoords (const Document &document)
  Initial constructor from Document.
- DocumentModelCoords (const DocumentModelCoords &other)
  Copy constructor.
- DocumentModelCoords & operator= (const DocumentModelCoords &other)
  Assignment constructor.
- CoordScale coordScaleXTheta () const
  Get method for linear/log scale on x/theta.
- CoordScale coordScaleYRadius () const
  Get method for linear/log scale on y/radius.
- CoordsType coordsType () const
  Get method for coordinates type.
- CoordUnitsDate coordUnitsDate () const
  Get method for date format when used.
- CoordUnitsNonPolarTheta coordUnitsRadius () const
  Get method for radius units.
- CoordUnitsPolarTheta coordUnitsTheta () const
  Get method for theta unit.
- CoordUnitsTime coordUnitsTime () const
  Get method for time format when used.
- CoordUnitsNonPolarTheta coordUnitsX () const
  Get method for x units.
- CoordUnitsNonPolarTheta coordUnitsY () const
  Get method for x units.
- virtual void loadXml (QXmlStreamReader &reader)
  Load model from serialized xml.
- double originRadius () const
  Get method for origin radius in polar mode.
- void printStream (QString indentation, QTextStream &str) const
  Debugging method that supports print method of this class and printStream method of some other class(es)
- virtual void saveXml (QXmlStreamWriter &writer) const
  Save entire model as xml into stream.

- void setCoordScaleXTheta (CoordScale coordScale)

  Set method for linear/log scale on x/theta.
- void setCoordScaleYRadius (CoordScale coordScale)

  Set method for linear/log scale on y/radius.
- void setCoordsType (CoordsType coordsType)

  Set method for coordinates type.
- void setCoordUnitsDate (CoordUnitsDate coordUnits)

  Set method for date units.
- void setCoordUnitsRadius (CoordUnitsNonPolarTheta coordUnits)

  Set method for radius units.
- void setCoordUnitsTheta (CoordUnitsPolarTheta coordUnits)

  Set method for theta units.
- void setCoordUnitsTime (CoordUnitsTime coordUnits)

  Set method for time units.
- void setCoordUnitsX (CoordUnitsNonPolarTheta coordUnits)

  Set method for x units.
- void setCoordUnitsY (CoordUnitsNonPolarTheta coordUnits)

  Set method for y units.
- void setOriginRadius (double originRadius)

  Set method for origin radius in polar mode.
- double thetaPeriod () const

  Return the period of the theta value for polar coordinates, consistent with CoordThetaUnits.

Additional Inherited Members

5.132.1 Detailed Description

Model for DlgSettingsCoords and CmdSettingsCoords.

Definition at line 20 of file DocumentModelCoords.h.

The documentation for this class was generated from the following files:

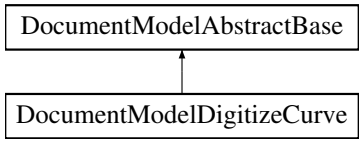
- Document/DocumentModelCoords.h
- Document/DocumentModelCoords.cpp

5.133 DocumentModelDigitizeCurve Class Reference

Model for DlgSettingsDigitizeCurve and CmdSettingsDigitizeCurve.

```
#include <DocumentModelDigitizeCurve.h>
```

Inheritance diagram for DocumentModelDigitizeCurve:



Public Member Functions

- DocumentModelDigitizeCurve ()

  Default constructor.
- DocumentModelDigitizeCurve (const Document &document)

  Initial constructor from Document.
- DocumentModelDigitizeCurve (const DocumentModelDigitizeCurve &other)

  Copy constructor.
- DocumentModelDigitizeCurve & operator= (const DocumentModelDigitizeCurve &other)

  Assignment constructor.
- int cursorInnerRadius () const

  Get method for cursor inner radius.
- int cursorLineWidth () const

  Get method for cursor line width.
- CursorSize cursorSize () const

  Get method for cursor size.
- bool cursorStandardCross () const

  Get method for cursor type.
- virtual void loadXml (QXmlStreamReader &reader)

  Load model from serialized xml.
- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save entire model as xml into stream.
- void setCursorInnerRadius (int innerRadius)

  Set method for cursor inner radius.
- void setCursorLineWidth (int lineWidth)

  Set method for cursor line width.
- void setCursorSize (CursorSize cursorSize)

  Set method for cursor size.
- void setCursorStandardCross (bool cursorStandardCross)

  Set method for cursor type.

Additional Inherited Members

5.133.1 Detailed Description

Model for DlgSettingsDigitizeCurve and CmdSettingsDigitizeCurve.

No color is involved because the documentation in QCursor suggests that not all platforms support colored cursors

Definition at line 18 of file DocumentModelDigitizeCurve.h.

The documentation for this class was generated from the following files:

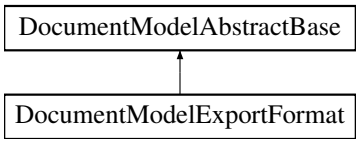
- Document/DocumentModelDigitizeCurve.h
- Document/DocumentModelDigitizeCurve.cpp

5.134 DocumentModelExportFormat Class Reference

Model for DlgSettingsExportFormat and CmdSettingsExportFormat.

`#include <DocumentModelExportFormat.h>`

Inheritance diagram for DocumentModelExportFormat:



Public Member Functions

- DocumentModelExportFormat ()
  Default constructor.
- DocumentModelExportFormat (const Document &document)
  Initial constructor from Document.
- DocumentModelExportFormat (const DocumentModelExportFormat &other)
  Copy constructor.
- DocumentModelExportFormat & operator= (const DocumentModelExportFormat &other)
  Assignment constructor.
- QStringList curveNamesNotExported () const
  Get method for curve names not exported.
- ExportDelimiter delimiter () const
  Get method for delimiter.
- ExportHeader header () const
  Get method for header.
- ExportLayoutFunctions layoutFunctions () const
  Get method for functions layout.
- virtual void loadXml (QXmlStreamReader &reader)
  Load model from serialized xml.
- bool overrideCsvTsv () const
  Get method for csv/tsv format override.
- double pointsIntervalFunctions () const
  Get method for points interval for functions.
- double pointsIntervalRelations () const
  Get method for relations interval for relations.
- ExportPointsIntervalUnits pointsIntervalUnitsFunctions () const
  Get method for points interval units for functions.
- ExportPointsIntervalUnits pointsIntervalUnitsRelations () const
  Get method for points interval units for relations.
- ExportPointsSelectionFunctions pointsSelectionFunctions () const
  Get method for point selection for functions.
- ExportPointsSelectionRelations pointsSelectionRelations () const
  Get method for point selection for relations.
- void printStream (QString indentation, QTextStream &str) const
  Debugging method that supports print method of this class and printStream method of some other class(es)

- virtual void saveXml (QXmlStreamWriter &writer) const
  Save entire model as xml into stream.
- void setCurveNamesNotExported (const QStringList &curveNamesNotExported)
  Set method for curve names not exported.
- void setDelimiter (ExportDelimiter exportDelimiter)
  Set method for delimiter.
- void setHeader (ExportHeader exportHeader)
  Set method for header.
- void setLayoutFunctions (ExportLayoutFunctions exportLayoutFunctions)
  Set method for functions layout.
- void setOverrideCsvTsv (bool overrideCsvTsv)
  Set method for csv/tsv format override.
- void setPointsIntervalFunctions (double pointsIntervalFunctions)
  Set method for points interval for functions.
- void setPointsIntervalRelations (double pointsIntervalRelations)
  Set method for relations interval for relations.
- void setPointsIntervalUnitsFunctions (ExportPointsIntervalUnits pointsIntervalUnitsFunctions)
  Set method for points interval units for functions.
- void setPointsIntervalUnitsRelations (ExportPointsIntervalUnits pointsIntervalUnitsRelations)
  Set method for points interval units for relations.
- void setPointsSelectionFunctions (ExportPointsSelectionFunctions exportPointsSelectionFunctions)
  Set method for point selection for functions.
- void setPointsSelectionRelations (ExportPointsSelectionRelations exportPointsSelectionRelations)
  Set method for point selection for relations.
- void setXLabel (const QString &xLabel)
  Set method for x label.
- QString xLabel () const
  Get method for x label.

Additional Inherited Members

5.134.1 Detailed Description

Model for DlgSettingsExportFormat and CmdSettingsExportFormat.

Definition at line 23 of file DocumentModelExportFormat.h.

The documentation for this class was generated from the following files:

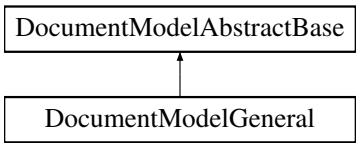
- Document/DocumentModelExportFormat.h
- Document/DocumentModelExportFormat.cpp

5.135 DocumentModelGeneral Class Reference

Model for DlgSettingsGeneral and CmdSettingsGeneral.

`#include <DocumentModelGeneral.h>`

Inheritance diagram for DocumentModelGeneral:



Public Member Functions

- DocumentModelGeneral ()

  Default constructor.
- DocumentModelGeneral (const Document &document)

  Initial constructor from Document.
- DocumentModelGeneral (const DocumentModelGeneral &other)

  Copy constructor.
- DocumentModelGeneral & operator= (const DocumentModelGeneral &other)

  Assignment constructor.
- int cursorSize () const

  Get method for effective cursor size.
- int extraPrecision () const

  Get method for extra digits of precsion.
- virtual void loadXml (QXmlStreamReader &reader)

  Load model from serialized xml.
- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save entire model as xml into stream.
- void setCursorSize (int cursorSize)

  Set method for effective cursor size.
- void setExtraPrecision (int extraPrecision)

  Set method for extra digits of precision.

Additional Inherited Members

5.135.1 Detailed Description

Model for DlgSettingsGeneral and CmdSettingsGeneral.

Definition at line 16 of file DocumentModelGeneral.h.

The documentation for this class was generated from the following files:

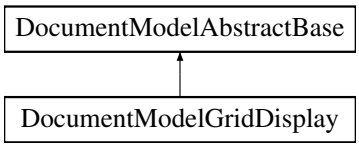
- Document/DocumentModelGeneral.h
- Document/DocumentModelGeneral.cpp

5.136 DocumentModelGridDisplay Class Reference

Model for DlgSettingsGridDisplay and CmdSettingsGridDisplay.

```
#include <DocumentModelGridDisplay.h>
```

Inheritance diagram for DocumentModelGridDisplay:



Public Member Functions

- DocumentModelGridDisplay ()

  Default constructor.
- DocumentModelGridDisplay (const Document &document)

  Initial constructor from Document.
- DocumentModelGridDisplay (const DocumentModelGridDisplay &other)

  Copy constructor.
- DocumentModelGridDisplay & operator= (const DocumentModelGridDisplay &other)

  Assignment constructor.
- unsigned int countX () const

  Get method for x grid line count.
- unsigned int countY () const

  Get method for y grid line count.
- GridCoordDisable disableX () const

  Get method for x grid line disabled variable.
- GridCoordDisable disableY () const

  Get method for y grid line disabled variable.
- virtual void loadXml (QXmlStreamReader &reader)

  Load model from serialized xml.
- ColorPalette paletteColor () const

  Get method for color.
- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save entire model as xml into stream.
- void setCountX (unsigned int countX)

  Set method for x grid line count.
- void setCountY (unsigned int countY)

  Set method for y grid line count.
- void setDisableX (GridCoordDisable disableX)

  Set method for x grid line disabled variable.
- void setDisableY (GridCoordDisable disableY)

  Set method for y grid line disabled variable.
- void setPaletteColor (ColorPalette paletteColor)

  Set method for color.
- void setStable (bool stable)

  Set method for stable flag.
- void setStartX (double startX)

  Set method for x grid line lower bound (inclusive).
- void setStartY (double yStart)

  Set method for y grid line lower bound (inclusive).
- void setStepX (double stepX)

  Set method for x grid line increment.
- void setStepY (double yStep)

  Set method for y grid line increment.
- void setStopX (double stopX)

  Set method for x grid line upper bound (inclusive).
- void setStopY (double yStop)

  Set method for y grid line upper bound (inclusive).
- bool stable () const

Get method for stable flag.

- double startX () const

  Get method for x grid line lower bound (inclusive).
- double startY () const

  Get method for y grid line lower bound (inclusive).
- double stepX () const

  Get method for x grid line increment.
- double stepY () const

  Get method for y grid line increment.
- double stopX () const

  Get method for x grid line upper bound (inclusive).
- double stopY () const

  Get method for y grid line upper bound (inclusive).

Additional Inherited Members

5.136.1 Detailed Description

Model for DlgSettingsGridDisplay and CmdSettingsGridDisplay.

Definition at line 18 of file DocumentModelGridDisplay.h.

5.136.2 Member Function Documentation

5.136.2.1 bool DocumentModelGridDisplay::stable ( ) const

Get method for stable flag.

The flag is false to let the settings get automatically updated, until the user selects settings - at which point the stable flag is set to true

Definition at line 268 of file DocumentModelGridDisplay.cpp.

The documentation for this class was generated from the following files:

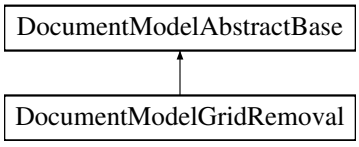
- Document/DocumentModelGridDisplay.h
- Document/DocumentModelGridDisplay.cpp

5.137 DocumentModelGridRemoval Class Reference

Model for DlgSettingsGridRemoval and CmdSettingsGridRemoval. The settings are unstable until the user approves.

`#include <DocumentModelGridRemoval.h>`

Inheritance diagram for DocumentModelGridRemoval:



Public Member Functions

- DocumentModelGridRemoval ()

  Default constructor.
- DocumentModelGridRemoval (double startX, double startY, double stepX, double stepY, int countX, int countY)

  Constructor fed by GridClassifier.
- DocumentModelGridRemoval (const Document &document)

  Initial constructor from Document.
- DocumentModelGridRemoval (const DocumentModelGridRemoval &other)

  Copy constructor.
- DocumentModelGridRemoval & operator= (const DocumentModelGridRemoval &other)

  Assignment constructor.
- double closeDistance () const

  Get method for close distance.
- int countX () const

  Get method for x count.
- int countY () const

  Get method for y count.
- GridCoordDisable gridCoordDisableX () const

  Get method for x coord parameter to disable.
- GridCoordDisable gridCoordDisableY () const

  Get method for y coord parameter to disable.
- virtual void loadXml (QXmlStreamReader &reader)

  Load model from serialized xml.
- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- bool removeDefinedGridLines () const

  Get method for removing defined grid lines.
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save entire model as xml into stream.
- void setCloseDistance (double closeDistance)

  Set method for close distance.
- void setCountX (int countX)

  Set method for x count.
- void setCountY (int countY)

  Set method for y count.
- void setGridCoordDisableX (GridCoordDisable gridCoordDisable)

  Set method for x coord parameter to disable.
- void setGridCoordDisableY (GridCoordDisable gridCoordDisable)

  Set method for y coord parameter to disable.
- void setRemoveDefinedGridLines (bool removeDefinedGridLines)

  Set method for removing defined grid lines.
- void setStable ()

  Set the stable flag to true. This public version has no argument since it cannot be undone.
- void setStartX (double startX)

  Set method for x start.
- void setStartY (double startY)

  Set method for y start.
- void setStepX (double stepX)

  Set method for x step.

- void setStepY (double stepY)

  Set method for y step.
- void setStopX (double stopX)

  Set method for x stop.
- void setStopY (double stopY)

  Set method for y stop.
- bool stable () const

  Get method for stable flag.
- double startX () const

  Get method for x start.
- double startY () const

  Get method for y start.
- double stepX () const

  Get method for x step.
- double stepY () const

  Get method for y step.
- double stopX () const

  Get method for x stop.
- double stopY () const

  Get method for y stop.

Additional Inherited Members

5.137.1 Detailed Description

Model for DlgSettingsGridRemoval and CmdSettingsGridRemoval. The settings are unstable until the user approves.

Definition at line 17 of file DocumentModelGridRemoval.h.

5.137.2 Member Function Documentation

5.137.2.1 bool DocumentModelGridRemoval::stable ( ) const

Get method for stable flag.

The flag is false to let the settings get automatically updated, until the user selects settings - at which point the stable flag is set to true

Definition at line 320 of file DocumentModelGridRemoval.cpp.

The documentation for this class was generated from the following files:

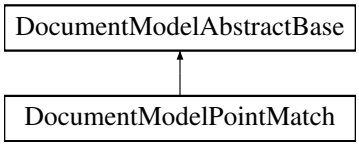
- Document/DocumentModelGridRemoval.h
- Document/DocumentModelGridRemoval.cpp

5.138 DocumentModelPointMatch Class Reference

Model for DlgSettingsPointMatch and CmdSettingsPointMatch.

`#include <DocumentModelPointMatch.h>`

Inheritance diagram for DocumentModelPointMatch:



Public Member Functions

- DocumentModelPointMatch ()

  Default constructor.
- DocumentModelPointMatch (const Document &document)

  Initial constructor from Document.
- DocumentModelPointMatch (const DocumentModelPointMatch &other)

  Copy constructor.
- DocumentModelPointMatch & operator= (const DocumentModelPointMatch &other)

  Assignment constructor.
- virtual void loadXml (QXmlStreamReader &reader)

  Load model from serialized xml.
- double maxPointSize () const

  Get method for max point size.
- ColorPalette paletteColorAccepted () const

  Get method for accepted color.
- ColorPalette paletteColorCandidate () const

  Get method for candidate color.
- ColorPalette paletteColorRejected () const

  Get method for rejected color.
- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save entire model as xml into stream.
- void setMaxPointSize (double maxPointSize)

  Set method for max point size.
- void setPaletteColorAccepted (ColorPalette paletteColorAccepted)

  Set method for accepted color.
- void setPaletteColorCandidate (ColorPalette paletteColorCandidate)

  Set method for candidate color.
- void setPaletteColorRejected (ColorPalette paletteColorRejected)

  Set method for rejected color.

Additional Inherited Members

5.138.1 Detailed Description

Model for DlgSettingsPointMatch and CmdSettingsPointMatch.

Definition at line 17 of file DocumentModelPointMatch.h.

The documentation for this class was generated from the following files:

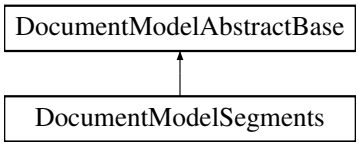
- Document/DocumentModelPointMatch.h
- Document/DocumentModelPointMatch.cpp

5.139 DocumentModelSegments Class Reference

Model for DlgSettingsSegments and CmdSettingsSegments.

`#include <DocumentModelSegments.h>`

Inheritance diagram for DocumentModelSegments:



Public Member Functions

- DocumentModelSegments ()
  Default constructor.
- DocumentModelSegments (const Document &document)
  Initial constructor from Document.
- DocumentModelSegments (const DocumentModelSegments &other)
  Copy constructor.
- DocumentModelSegments & operator= (const DocumentModelSegments &other)
  Assignment constructor.
- bool fillCorners () const
  Get method for fill corners.
- ColorPalette lineColor () const
  Get method for line color.
- double lineWidth () const
  Get method for line width.
- virtual void loadXml (QXmlStreamReader &reader)
  Load model from serialized xml.
- double minLength () const
  Get method for min length.
- double pointSeparation () const
  Get method for point separation.

- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- virtual void saveXml (QXmlStreamWriter &writer) const

  Save entire model as xml into stream.
- void setFillCorners (bool fillCorners)

  Set method for fill corners.
- void setLineColor (ColorPalette lineColor)

  Set method for line color.
- void setLineWidth (double lineWidth)

  Set method for line width.
- void setMinLength (double minLength)

  Set method for min length.
- void setPointSeparation (double pointSeparation)

  Set method for point separation.

Additional Inherited Members

5.139.1 Detailed Description

Model for DlgSettingsSegments and CmdSettingsSegments.

Definition at line 17 of file DocumentModelSegments.h.

The documentation for this class was generated from the following files:

- Document/DocumentModelSegments.h
- Document/DocumentModelSegments.cpp

5.140 ExportAlignLinear Class Reference

Pick first simplest x value between specified min and max, for linear scaling.

```
#include <ExportAlignLinear.h>
```

Public Member Functions

- ExportAlignLinear (double xMin, double xMax)

  Single constructor.
- double firstSimplestNumber () const

  Result.

5.140.1 Detailed Description

Pick first simplest x value between specified min and max, for linear scaling.

A simplest value is defined here as one having the smallest number of significant digits, and is used for aligning periodic values on simple numbers. Examples:

1. 0.4 to 3.4, result is 1
2. 110 to 1100, result is 200 (not 1000 although both have same number of significant digits)
3. 112.123 to 122.456, result is 120

Definition at line 17 of file ExportAlignLinear.h.

The documentation for this class was generated from the following files:

- Export/ExportAlignLinear.h
- Export/ExportAlignLinear.cpp

5.141 ExportAlignLog Class Reference

Pick first simplest x value between specified min and max, for log scaling.

`#include <ExportAlignLog.h>`

Public Member Functions

- ExportAlignLog (double xMin, double xMax)
  Single constructor.
- double firstSimplestNumber () const
  Result.

5.141.1 Detailed Description

Pick first simplest x value between specified min and max, for log scaling.

A simplest value is defined here as one having the smallest number of significant digits when log value is taken, and is used for aligning periodic values on simple numbers. Examples:

1. 0.9 to 2, result is 1 which is 10^0
2. 1.1 to 9, result is sqrt(10) which is midway between 1 and 10 in log scale, and equal to 10^0.5
3. 9.81 to 9.93, result is 10^0.992 since 9.81=10^0.99166 and 9.93=10^0.9969

Definition at line 17 of file ExportAlignLog.h.

The documentation for this class was generated from the following files:

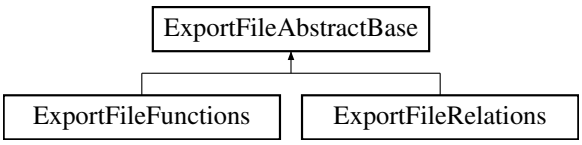
- Export/ExportAlignLog.h
- Export/ExportAlignLog.cpp

5.142 ExportFileAbstractBase Class Reference

Strategy base class for exporting to a file. This class provides common methods.

`#include <ExportFileAbstractBase.h>`

Inheritance diagram for ExportFileAbstractBase:



Public Member Functions

- ExportFileAbstractBase ()

  Single constructor.

Protected Member Functions

- QString curveSeparator (const QString ∗string) const

  Gnuplot requires, and other graphing tools probably prefer, blank lines between successive curves.
- QStringList curvesToInclude (const DocumentModelExportFormat &modelExportOverride, const Document &document, const QStringList &curvesGraphsNames, CurveConnectAs curveConnectAs1, CurveConnectAs curveConnectAs2) const

  Identify curves to include in export. The specified DocumentModelExportFormat overrides same data in Document for previewing window.
- void destroy2DArray (QVector< QVector< QString ∗ > > &array) const

  Deallocate memory for array.
- QString gnuplotComment () const

  Gnuplot comment delimiter.
- void insertLineSeparator (bool &isFirst, ExportHeader exportHeader, QTextStream &str) const

  Insert line(s) between successive sets of curves.

5.142.1 Detailed Description

Strategy base class for exporting to a file. This class provides common methods.

Definition at line 24 of file ExportFileAbstractBase.h.

The documentation for this class was generated from the following files:

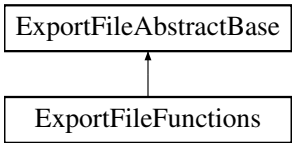
- Export/ExportFileAbstractBase.h
- Export/ExportFileAbstractBase.cpp

5.143 ExportFileFunctions Class Reference

Strategy class for exporting to a file. This strategy is external to the Document class so that class is simpler.

`#include <ExportFileFunctions.h>`

Inheritance diagram for ExportFileFunctions:



Public Member Functions

- ExportFileFunctions ()

  Single constructor.
- void exportToFile (const DocumentModelExportFormat &modelExportOverride, const Document &document, const MainWindowModel &modelMainWindow, const Transformation &transformation, QTextStream &str) const

  Export Document points according to the settings.

Additional Inherited Members

5.143.1 Detailed Description

Strategy class for exporting to a file. This strategy is external to the Document class so that class is simpler.

Definition at line 23 of file ExportFileFunctions.h.

5.143.2 Member Function Documentation

5.143.2.1 void ExportFileFunctions::exportToFile (const DocumentModelExportFormat & *modelExportOverride,* const Document & *document,* const MainWindowModel & *modelMainWindow,* const Transformation & *transformation,* QTextStream & *str*) const

Export Document points according to the settings.

The DocumentModelExportFormat inside the Document is ignored so DlgSettingsExport can supply its own DocumentModelExportFormat when previewing what would be exported.

Definition at line 117 of file ExportFileFunctions.cpp.

The documentation for this class was generated from the following files:

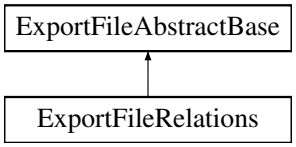
- Export/ExportFileFunctions.h
- Export/ExportFileFunctions.cpp

5.144 ExportFileRelations Class Reference

Strategy class for exporting to a file. This strategy is external to the Document class so that class is simpler.

`#include <ExportFileRelations.h>`

Inheritance diagram for ExportFileRelations:



Public Member Functions

- ExportFileRelations ()

  Single constructor.
- void exportToFile (const DocumentModelExportFormat &modelExportOverride, const Document &document, const MainWindowModel &modelMainWindow, const Transformation &transformation, QTextStream &str) const

  Export Document points according to the settings.

Additional Inherited Members

5.144.1 Detailed Description

Strategy class for exporting to a file. This strategy is external to the Document class so that class is simpler.

Definition at line 24 of file ExportFileRelations.h.

5.144.2 Member Function Documentation

5.144.2.1 void ExportFileRelations::exportToFile (const DocumentModelExportFormat & *modelExportOverride,* const Document & *document,* const MainWindowModel & *modelMainWindow,* const Transformation & *transformation,* QTextStream & *str*) const

Export Document points according to the settings.

The DocumentModelExportFormat inside the Document is ignored so DlgSettingsExport can supply its own DocumentModelExportFormat when previewing what would be exported.

Definition at line 95 of file ExportFileRelations.cpp.

The documentation for this class was generated from the following files:

- Export/ExportFileRelations.h
- Export/ExportFileRelations.cpp

5.145 ExportImageForRegression Class Reference

Class for exporting during regression, when the Transformation has not yet been defined.

`#include <ExportImageForRegression.h>`

Public Member Functions

- ExportImageForRegression (const QPixmap &pixmap)
  Single constructor.
- void fileExport (const QString &filename) const
  Export to the specified file. This is called when the Transformation has not been defined.

5.145.1 Detailed Description

Class for exporting during regression, when the Transformation has not yet been defined.

This class just exports the image size

Definition at line 15 of file ExportImageForRegression.h.

The documentation for this class was generated from the following files:

- Export/ExportImageForRegression.h
- Export/ExportImageForRegression.cpp

5.146 ExportOrdinalsSmooth Class Reference

Utility class to interpolate points spaced evenly along a piecewise defined curve with fitted spline.

`#include <ExportOrdinalsSmooth.h>`

Public Member Functions

- ExportOrdinalsSmooth ()
  Single constructor.
- void loadSplinePairsWithoutTransformation (const Points &points, std::vector< double > &t, std::vector< SplinePair > &xy) const
  Load t (=ordinal) and xy (=screen position) spline pairs, without any conversion to graph coordinates.
- void loadSplinePairsWithTransformation (const Points &points, const Transformation &transformation, std::vector< double > &t, std::vector< SplinePair > &xy) const
  Load t (=ordinal) and xy (=screen position) spline pairs, converting screen coordinates to graph coordinates.
- ExportValuesOrdinal ordinalsAtIntervalsGraph (const std::vector< double > &t, const std::vector< SplinePair > &xy, double pointsInterval) const
  Perform the interpolation on the arrays loaded by the other methods.

5.146.1 Detailed Description

Utility class to interpolate points spaced evenly along a piecewise defined curve with fitted spline.

Definition at line 20 of file ExportOrdinalsSmooth.h.

The documentation for this class was generated from the following files:

- Export/ExportOrdinalsSmooth.h
- Export/ExportOrdinalsSmooth.cpp

5.147 ExportOrdinalsStraight Class Reference

Utility class to interpolate points spaced evenly along a piecewise defined curve with line segments between points.

`#include <ExportOrdinalsStraight.h>`

Public Member Functions

- ExportOrdinalsStraight ()

  Single constructor.
- ExportValuesOrdinal ordinalsAtIntervalsGraphWithoutTransformation (const Points &points, double pointsInterval) const

  Compute ordinals, without any conversion to graph coordinates.
- ExportValuesOrdinal ordinalsAtIntervalsGraphWithTransformation (const Points &points, const Transformation &transformation, double pointsInterval) const

  Compute ordinals, converting screen coordinates to graph coordinates.

5.147.1 Detailed Description

Utility class to interpolate points spaced evenly along a piecewise defined curve with line segments between points.

Definition at line 19 of file ExportOrdinalsStraight.h.

The documentation for this class was generated from the following files:

- Export/ExportOrdinalsStraight.h
- Export/ExportOrdinalsStraight.cpp

5.148 ExportToClipboard Class Reference

Strategy class for exporting to the clipboard. This strategy is external to the Document class so that class is simpler.

`#include <ExportToClipboard.h>`

Public Member Functions

- ExportToClipboard ()

  Single constructor.
- void exportToClipboard (const QStringList &selected, const Transformation &transformation, QTextStream &strCsv, QTextStream &strHtml, const Curve &curveAxis, const CurvesGraphs &curvesGraphsAll, CurvesGraphs &curvesGraphsSelected) const

  Export, curve-by-curve, raw data points to a string that will be copied to the clipboard.

5.148.1 Detailed Description

Strategy class for exporting to the clipboard. This strategy is external to the Document class so that class is simpler.

Definition at line 18 of file ExportToClipboard.h.

5.148.2 Member Function Documentation

5.148.2.1 void ExportToClipboard::exportToClipboard (const QStringList & *selected,* const Transformation & *transformation,* QTextStream & *strCsv,* QTextStream & *strHtml,* const Curve & *curveAxis,* const CurvesGraphs & *curvesGraphsAll,* CurvesGraphs & *curvesGraphsSelected*) const

Export, curve-by-curve, raw data points to a string that will be copied to the clipboard.

Parameters

in	*selected*	Simple list of selected points that will be exported
in	*transformation*	Transformation which may or may not be defined
out	*strCsv*	Selected points as comma separated value list
out	*strHtml*	Selected points as html
in	*curveAxis*	Axis curve in the Document and its points
in	*curvesGraphsAll*	All graph curves in the Document and their points
out	*curvesGraphsSelected*	Selected points as a subset of document.curvesGraphs()

Definition at line 18 of file ExportToClipboard.cpp.

The documentation for this class was generated from the following files:

- Export/ExportToClipboard.h
- Export/ExportToClipboard.cpp

5.149 ExportToFile Class Reference

Strategy class for exporting to a file. This strategy is external to the Document class so that class is simpler.

`#include <ExportToFile.h>`

Public Member Functions

- ExportToFile ()

  Single constructor.
- void exportToFile (const DocumentModelExportFormat &modelExport, const Document &document, const MainWindowModel &modelMainWindow, const Transformation &transformation, QTextStream &str) const

  Export Document points according to the settings.
- QString fileExtensionCsv () const

  File extension for csv export files.
- QString fileExtensionTsv () const

  File extension for tsv export files.
- QString filterCsv () const

  QFileDialog filter for CSV files.
- QString filterTsv () const

  QFileDialog filter for TSV files.

5.149.1 Detailed Description

Strategy class for exporting to a file. This strategy is external to the Document class so that class is simpler.

Definition at line 25 of file ExportToFile.h.

5.149.2 Member Function Documentation

5.149.2.1 void ExportToFile::exportToFile (const DocumentModelExportFormat & *modelExport,* const Document & *document,* const MainWindowModel & *modelMainWindow,* const Transformation & *transformation,* QTextStream & *str*) const

Export Document points according to the settings.

The DocumentModelExportFormat inside the Document is ignored so DlgSettingsExport can supply its own DocumentModelExportFormat when previewing what would be exported.

Definition at line 23 of file ExportToFile.cpp.

The documentation for this class was generated from the following files:

- Export/ExportToFile.h
- Export/ExportToFile.cpp

5.150 ExportXThetaValuesMergedFunctions Class Reference

Creates the set of merged x/theta values for exporting functions, using interpolation.

```
#include <ExportXThetaValuesMergedFunctions.h>
```

Public Member Functions

- ExportXThetaValuesMergedFunctions (const DocumentModelExportFormat &modelExport, const Values↩ VectorXOrY &xThetaValuesRaw, const Transformation &transformation)

  Single constructor.
- ExportValuesXOrY xThetaValues () const

  Resulting x/theta values for all included functions.

5.150.1 Detailed Description

Creates the set of merged x/theta values for exporting functions, using interpolation.

Definition at line 19 of file ExportXThetaValuesMergedFunctions.h.

The documentation for this class was generated from the following files:

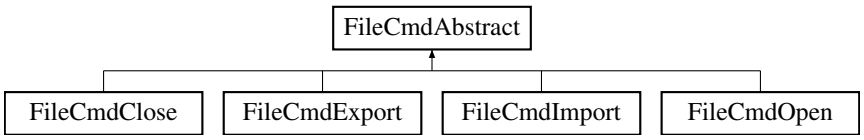
- Export/ExportXThetaValuesMergedFunctions.h
- Export/ExportXThetaValuesMergedFunctions.cpp

5.151 FileCmdAbstract Class Reference

Base class for 'file commands' that are used specifically for regression testing of file import/open/export features.

```
#include <FileCmdAbstract.h>
```

Inheritance diagram for FileCmdAbstract:



Public Member Functions

- FileCmdAbstract (const QString &cmdDescription)

  Single constructor.
- virtual void redo (MainWindow &mainWindow)=0

  Apply this command, through MainWindow.

Protected Member Functions

- QString cmdDescription () const

  Command description for logging.

5.151.1 Detailed Description

Base class for 'file commands' that are used specifically for regression testing of file import/open/export features.

These commands operate outside of the normal undo/redo command framework, since that framework uses commands that are attached to an open Document. The file commands follow special rules:

1. Never generated by the code
2. Created by manually editing a 'file command' xml file, which does NOT have a Document (so error report files cannot be used unless pretty much everything is removed)
3. Are only read during regression testing normally. Although they can be loaded otherwise, there is no point in doing so
4. These commands operate in the forward direction only, since undoing a File Close could be quite messy

Definition at line 22 of file FileCmdAbstract.h.

The documentation for this class was generated from the following files:

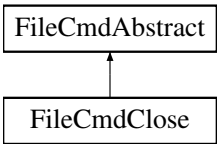
- FileCmd/FileCmdAbstract.h
- FileCmd/FileCmdAbstract.cpp

5.152 FileCmdClose Class Reference

Command for closing a file.

`#include <FileCmdClose.h>`

Inheritance diagram for FileCmdClose:



Public Member Functions

- FileCmdClose (QXmlStreamReader &reader)

  Constructor for parsing file script xml.
- virtual void redo (MainWindow &mainWindow)

  Apply this command, through MainWindow.

Additional Inherited Members

5.152.1 Detailed Description

Command for closing a file.

Definition at line 15 of file FileCmdClose.h.

The documentation for this class was generated from the following files:

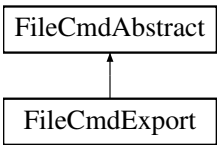
- FileCmd/FileCmdClose.h
- FileCmd/FileCmdClose.cpp

5.153 FileCmdExport Class Reference

Command for exporting a file.

`#include <FileCmdExport.h>`

Inheritance diagram for FileCmdExport:



Public Member Functions

- FileCmdExport (QXmlStreamReader &reader)
  Constructor for parsing file script xml.
- virtual void redo (MainWindow &mainWindow)
  Apply this command, through MainWindow.

Additional Inherited Members

5.153.1 Detailed Description

Command for exporting a file.

Definition at line 15 of file FileCmdExport.h.

The documentation for this class was generated from the following files:

- FileCmd/FileCmdExport.h
- FileCmd/FileCmdExport.cpp

5.154 FileCmdFactory Class Reference

Factory that creates FileCmds from a file cmd script file, in xml format.

`#include <FileCmdFactory.h>`

Public Member Functions

- FileCmdFactory ()

  Single constructor.
- FileCmdAbstract * createFileCmd (QXmlStreamReader &reader) const

  Create one FileCmdAbstract from the specified xml subtree.

5.154.1 Detailed Description

Factory that creates FileCmds from a file cmd script file, in xml format.

Definition at line 15 of file FileCmdFactory.h.

The documentation for this class was generated from the following files:

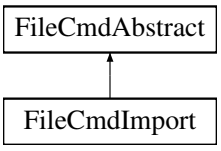
- FileCmd/FileCmdFactory.h
- FileCmd/FileCmdFactory.cpp

5.155 FileCmdImport Class Reference

Command for importing a file.

`#include <FileCmdImport.h>`

Inheritance diagram for FileCmdImport:



Public Member Functions

- FileCmdImport (QXmlStreamReader &reader)

  Constructor for parsing file script xml.
- virtual void redo (MainWindow &mainWindow)

  Apply this command, through MainWindow.

Additional Inherited Members

5.155.1 Detailed Description

Command for importing a file.

Definition at line 15 of file FileCmdImport.h.

The documentation for this class was generated from the following files:

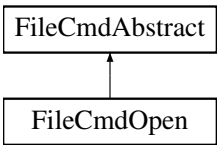
- FileCmd/FileCmdImport.h
- FileCmd/FileCmdImport.cpp

5.156 FileCmdOpen Class Reference

Command for opening a file.

`#include <FileCmdOpen.h>`

Inheritance diagram for FileCmdOpen:



Public Member Functions

- FileCmdOpen (QXmlStreamReader &reader)
  Constructor for parsing file script xml.
- virtual void redo (MainWindow &mainWindow)
  Apply this command, through MainWindow.

Additional Inherited Members

5.156.1 Detailed Description

Command for opening a file.

Definition at line 15 of file FileCmdOpen.h.

The documentation for this class was generated from the following files:

- FileCmd/FileCmdOpen.h
- FileCmd/FileCmdOpen.cpp

5.157 FileCmdScript Class Reference

File that manages a command stack for regression testing of file import/open/export/close.

`#include <FileCmdScript.h>`

Public Member Functions

- FileCmdScript (const QString &fileCmdScriptFile)

  Single constructor.
- bool canRedo () const

  Returns true if there is at least one command on the stack.
- void redo (MainWindow &mainWindow)

  Apply the next command. Requires non-empty stack.

5.157.1 Detailed Description

File that manages a command stack for regression testing of file import/open/export/close.

This command stack (with a lifetime the same as the application's) is independent of the command stack in CmdMediator (which is Document-specific)

Definition at line 20 of file FileCmdScript.h.

The documentation for this class was generated from the following files:

- FileCmd/FileCmdScript.h
- FileCmd/FileCmdScript.cpp

5.158 FilterImage Class Reference

Filters an image using a combination of color filtering and grid removal.

`#include <FilterImage.h>`

Public Member Functions

- FilterImage ()

  Single constructor.
- QPixmap filter (const QImage &imageUnfiltered, const Transformation &transformation, const QString &curveSelected, const DocumentModelColorFilter &modelColorFilter, const DocumentModelGridRemoval &modelGridRemoval) const

  Filter original unfiltered image into filtered pixmap.

5.158.1 Detailed Description

Filters an image using a combination of color filtering and grid removal.

Definition at line 18 of file FilterImage.h.

The documentation for this class was generated from the following files:

- Filter/FilterImage.h
- Filter/FilterImage.cpp

5.159 FormatCoordsUnits Class Reference

Highest-level wrapper around other Formats classes.

`#include <FormatCoordsUnits.h>`

Public Member Functions

- FormatCoordsUnits ()

  Single constructor.
- void formattedToUnformatted (const QString &xThetaFormatted, const QString &yRadiusFormatted, const DocumentModelCoords &modelCoords, const MainWindowModel &mainWindowModel, double &xTheta↩ Unformatted, double &yRadiusUnformatted) const

  Convert formatted string to unformatted numeric value.
- void unformattedToFormatted (double xThetaUnformatted, double yRadiusUnformatted, const Document↩ ModelCoords &modelCoords, const MainWindowModel &mainWindowModel, QString &xThetaFormatted, QString &yRadiusFormatted, const Transformation &transformation) const

  Convert unformatted numeric value to formatted string. Transformation is used to determine best resolution.

5.159.1 Detailed Description

Highest-level wrapper around other Formats classes.

Definition at line 16 of file FormatCoordsUnits.h.

The documentation for this class was generated from the following files:

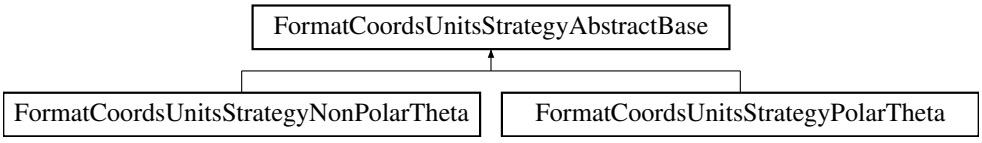
- Format/FormatCoordsUnits.h
- Format/FormatCoordsUnits.cpp

5.160 FormatCoordsUnitsStrategyAbstractBase Class Reference

Common methods for formatting strategies.

`#include <FormatCoordsUnitsStrategyAbstractBase.h>`

Inheritance diagram for FormatCoordsUnitsStrategyAbstractBase:



Public Member Functions

- FormatCoordsUnitsStrategyAbstractBase ()

  Single constructor.

Protected Member Functions

- int precisionDigitsForRawNumber (double valueUnformatted, double valueUnformattedOther, bool isXTheta, const Transformation &transformation) const

  Compute precision for outputting an unformatted value, consistent with the resolution at the point where that point lies.

5.160.1 Detailed Description

Common methods for formatting strategies.

Definition at line 13 of file FormatCoordsUnitsStrategyAbstractBase.h.

5.160.2 Member Function Documentation

5.160.2.1 int FormatCoordsUnitsStrategyAbstractBase::precisionDigitsForRawNumber (double *valueUnformatted,* double *valueUnformattedOther,* bool *isXTheta,* const Transformation & *transformation*) const [protected]

Compute precision for outputting an unformatted value, consistent with the resolution at the point where that point lies.

This algorithm causes many digits to appear when a graph's dynamic range is relatively small (like -118.4 to -118.2 degrees in longitude), and fewer digits to appear when a graph's dynamic range is relatively large (like 0 to 100)

Definition at line 16 of file FormatCoordsUnitsStrategyAbstractBase.cpp.

The documentation for this class was generated from the following files:

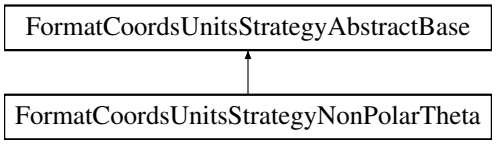
- Format/FormatCoordsUnitsStrategyAbstractBase.h
- Format/FormatCoordsUnitsStrategyAbstractBase.cpp

5.161 FormatCoordsUnitsStrategyNonPolarTheta Class Reference

Format conversions between unformatted and formatted for CoordUnitsNonPolarTheta.

`#include <FormatCoordsUnitsStrategyNonPolarTheta.h>`

Inheritance diagram for FormatCoordsUnitsStrategyNonPolarTheta:



Public Member Functions

- FormatCoordsUnitsStrategyNonPolarTheta ()

  Single constructor.
- double formattedToUnformatted (const QString &string, const QLocale &locale, CoordUnitsNonPolarTheta coordUnits, CoordUnitsDate coordUnitsDate, CoordUnitsTime coordUnitsTime) const

  Convert formatted string to simple unformatted number.
- QString unformattedToFormatted (double valueUnformatted, const QLocale &locale, CoordUnitsNonPolar↩ Theta coordUnits, CoordUnitsDate coordUnitsDate, CoordUnitsTime coordUnitsTime, bool isXTheta, const Transformation &transformation, double valueUnformattedOther) const

  Convert simple unformatted number to formatted string.

Additional Inherited Members

5.161.1 Detailed Description

Format conversions between unformatted and formatted for CoordUnitsNonPolarTheta.

Definition at line 20 of file FormatCoordsUnitsStrategyNonPolarTheta.h.

The documentation for this class was generated from the following files:

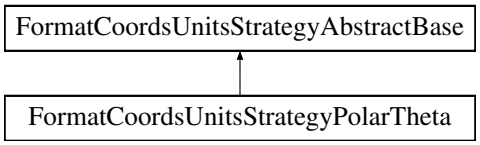
- Format/FormatCoordsUnitsStrategyNonPolarTheta.h
- Format/FormatCoordsUnitsStrategyNonPolarTheta.cpp

5.162 FormatCoordsUnitsStrategyPolarTheta Class Reference

Format conversions between unformatted and formatted for CoordUnitsStrategyPolarTheta.

`#include <FormatCoordsUnitsStrategyPolarTheta.h>`

Inheritance diagram for FormatCoordsUnitsStrategyPolarTheta:



Public Member Functions

- FormatCoordsUnitsStrategyPolarTheta ()

  Single constructor.
- double formattedToUnformatted (const QString &string, const QLocale &locale, CoordUnitsPolarTheta coordUnits) const

  Convert formatted string to simple unformatted number.
- QString unformattedToFormatted (double valueUnformatted, const QLocale &locale, CoordUnitsPolarTheta coordUnits, const Transformation &transformation, double valueUnformattedOther) const

  Convert simple unformatted number to formatted string.

Additional Inherited Members

5.162.1 Detailed Description

Format conversions between unformatted and formatted for CoordUnitsStrategyPolarTheta.

Definition at line 18 of file FormatCoordsUnitsStrategyPolarTheta.h.

The documentation for this class was generated from the following files:

- Format/FormatCoordsUnitsStrategyPolarTheta.h
- Format/FormatCoordsUnitsStrategyPolarTheta.cpp

5.163 FormatDateTime Class Reference

Input parsing and output formatting for date/time values.

`#include <FormatDateTime.h>`

Public Member Functions

- FormatDateTime ()

  Single constructor.
- QString formatOutput (CoordUnitsDate coordUnitsDate, CoordUnitsTime coordUnitsTime, double value) const

  Format the date/time value according to date/time format settings.
- QValidator::State parseInput (CoordUnitsDate coordUnitsDate, CoordUnitsTime coordUnitsTime, const QString &stringUntrimmed, double &value) const

  Parse the input string into a time value.

5.163.1 Detailed Description

Input parsing and output formatting for date/time values.

Definition at line 25 of file FormatDateTime.h.

5.163.2 Member Function Documentation

5.163.2.1 QValidator::State FormatDateTime::parseInput (CoordUnitsDate *coordUnitsDate,* CoordUnitsTime *coordUnitsTime,* const QString & *stringUntrimmed,* double & *value*) const

Parse the input string into a time value.

Success flag is false if parsing failed. Leading/trailing spaces are trimmed (=ignored)

Definition at line 417 of file FormatDateTime.cpp.

The documentation for this class was generated from the following files:

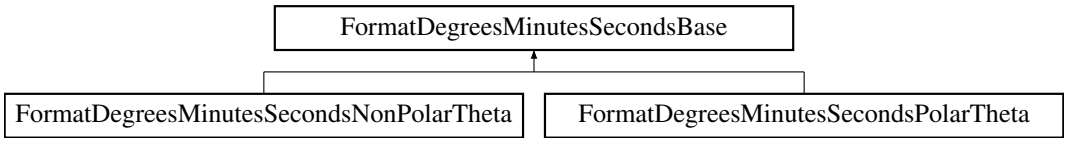
- Format/FormatDateTime.h
- Format/FormatDateTime.cpp

5.164 FormatDegreesMinutesSecondsBase Class Reference

Common input parsing and output formatting for degrees/minutes/seconds values.

`#include <FormatDegreesMinutesSecondsBase.h>`

Inheritance diagram for FormatDegreesMinutesSecondsBase:



Public Member Functions

- FormatDegreesMinutesSecondsBase ()
  Single constructor.
- QValidator::State parseInput (const QString &stringUntrimmed, double &value) const
  Parse the input string into a number value.

Protected Member Functions

- QString formatOutputDegreesMinutesSeconds (double value) const
  Format as degrees, minutes and seconds without hemisphere.
- QString formatOutputDegreesMinutesSecondsNsew (double value, bool isNsHemisphere) const
  Format as degrees, minutes and seconds with hemisphere.

5.164.1 Detailed Description

Common input parsing and output formatting for degrees/minutes/seconds values.

Definition at line 14 of file FormatDegreesMinutesSecondsBase.h.

5.164.2 Member Function Documentation

5.164.2.1 QValidator::State FormatDegreesMinutesSecondsBase::parseInput (const QString & *stringUntrimmed*, double & *value*) const

Parse the input string into a number value.

Success flag is false if the parsing failed. Either signed values or hemisphere (North, South, East, West) values can be accepted irregardless of the output format selected by the user. Leading/trailing spaces are trimmed. Leading/trailing spaces are trimmed (=ignored)

Definition at line 87 of file FormatDegreesMinutesSecondsBase.cpp.

The documentation for this class was generated from the following files:

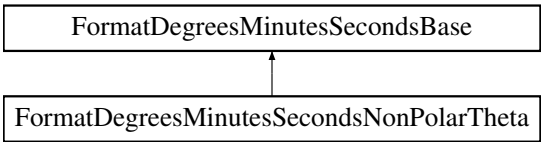
- Format/FormatDegreesMinutesSecondsBase.h
- Format/FormatDegreesMinutesSecondsBase.cpp

5.165 FormatDegreesMinutesSecondsNonPolarTheta Class Reference

Angular units according to CoordUnitsNonPolarTheta.

`#include <FormatDegreesMinutesSecondsNonPolarTheta.h>`

Inheritance diagram for FormatDegreesMinutesSecondsNonPolarTheta:



Public Member Functions

- FormatDegreesMinutesSecondsNonPolarTheta ()

  Single constructor.
- QString formatOutput (CoordUnitsNonPolarTheta coordUnits, double value, bool isXTheta) const

  Format the degrees/minutes/seconds value. Distinguishing x/theta versus y/radius is required for N/S/E/W hemispheres.

Additional Inherited Members

5.165.1 Detailed Description

Angular units according to CoordUnitsNonPolarTheta.

Definition at line 15 of file FormatDegreesMinutesSecondsNonPolarTheta.h.

The documentation for this class was generated from the following files:

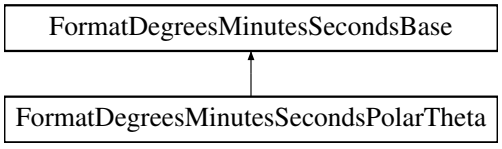
- Format/FormatDegreesMinutesSecondsNonPolarTheta.h
- Format/FormatDegreesMinutesSecondsNonPolarTheta.cpp

5.166 FormatDegreesMinutesSecondsPolarTheta Class Reference

Angular units according to CoordUnitsPolarTheta.

`#include <FormatDegreesMinutesSecondsPolarTheta.h>`

Inheritance diagram for FormatDegreesMinutesSecondsPolarTheta:



Public Member Functions

- FormatDegreesMinutesSecondsPolarTheta ()

  Single constructor.
- QString formatOutput (CoordUnitsPolarTheta coordUnits, double value, bool isXTheta) const

  Format the degrees/minutes/seconds value. Distinguishing x/theta versus y/radius is required for N/S/E/W hemispheres.

Additional Inherited Members

5.166.1 Detailed Description

Angular units according to CoordUnitsPolarTheta.

Definition at line 15 of file FormatDegreesMinutesSecondsPolarTheta.h.

The documentation for this class was generated from the following files:

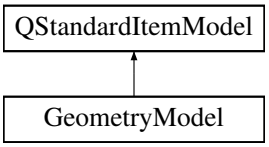
- Format/FormatDegreesMinutesSecondsPolarTheta.h
- Format/FormatDegreesMinutesSecondsPolarTheta.cpp

5.167 GeometryModel Class Reference

Model that adds row highlighting according to the currently select point identifier.

`#include <GeometryModel.h>`

Inheritance diagram for GeometryModel:



Public Member Functions

- GeometryModel ()

  Single constructor.
- virtual QVariant data (const QModelIndex &index, int role=Qt::DisplayRole) const

  Override for special processing.
- void setCurrentPointIdentifier (const QString &pointIdentifier)

  Set the point identifier to be highlighted. Value is empty for no highlighting.

5.167.1 Detailed Description

Model that adds row highlighting according to the currently select point identifier.

Definition at line 14 of file GeometryModel.h.

The documentation for this class was generated from the following files:

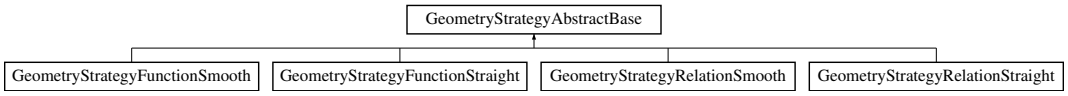
- Geometry/GeometryModel.h
- Geometry/GeometryModel.cpp

5.168 GeometryStrategyAbstractBase Class Reference

Base class for all geometry strategies.

`#include <GeometryStrategyAbstractBase.h>`

Inheritance diagram for GeometryStrategyAbstractBase:



Public Member Functions

- GeometryStrategyAbstractBase ()

  Single constructor.
- virtual void calculateGeometry (const Points &points, const DocumentModelCoords &modelCoords, const MainWindowModel &modelMainWindow, const Transformation &transformation, QString &funcArea, QString &polyArea, QVector< QString > &x, QVector< QString > &y, QVector< QString > &distanceGraphForward, QVector< QString > &distancePercentForward, QVector< QString > &distanceGraphBackward, QVector< QString > &distancePercentBackward) const =0

  Calculate geometry parameters.

Protected Member Functions

- void calculatePositionsGraph (const Points &points, const Transformation &transformation, QVector< QPointF > &positionsGraph) const

  Convert screen positions to graph positions.
- double functionArea (const QVector< QPointF > &positionsGraph) const

  Use trapezoidal approximation to compute area under the function. Does not apply to relation.
- void insertSubintervalsAndLoadDistances (int subintervalsPerInterval, const QVector< QPointF > &positionsGraph, QVector< QPointF > &positionsGraphWithSubintervals, QVector< QString > &distanceGraphForward, QVector< QString > &distancePercentForward, QVector< QString > &distanceGraphBackward, QVector< QString > &distancePercentBackward) const

  Insert the specified number of subintervals into each interval.
- void loadXY (const QVector< QPointF > &positionsGraph, const DocumentModelCoords &modelCoords, const MainWindowModel &modelMainWindow, const Transformation &transformation, QVector< QString > &x, QVector< QString > &y) const

  Load x and y coordinate vectors.
- double polygonAreaForSimplyConnected (const QVector< QPointF > &points) const

  Area in polygon using Shoelace formula, which only works if polygon is simply connected.

5.168.1 Detailed Description

Base class for all geometry strategies.

Each strategy computes geometry parameters according to the curve's settings.

The numbering for the strategies is specified as the CurveConnectAs enumeration

Definition at line 22 of file GeometryStrategyAbstractBase.h.

5.168.2 Member Function Documentation

5.168.2.1 void GeometryStrategyAbstractBase::insertSubintervalsAndLoadDistances (int *subintervalsPerInterval,* const QVector< QPointF > & *positionsGraph,* QVector< QPointF > & *positionsGraphWithSubintervals,* QVector< QString > & *distanceGraphForward,* QVector< QString > & *distancePercentForward,* QVector< QString > & *distanceGraphBackward,* QVector< QString > & *distancePercentBackward*) const [protected]

Insert the specified number of subintervals into each interval.

For straight curves subintervalsPerInterval=1 so the linearity is maintained, and for smooth curves subintervals↩ PerInterval>1 so the geometry calculations take into account the curvature(s) of the line

Definition at line 61 of file GeometryStrategyAbstractBase.cpp.

5.168.2.2 double GeometryStrategyAbstractBase::polygonAreaForSimplyConnected (const QVector< QPointF > & *points*) const [protected]

Area in polygon using Shoelace formula, which only works if polygon is simply connected.

We do not check to see if the polygon is simply connected since that would be (1) slow and (2) much work

Definition at line 164 of file GeometryStrategyAbstractBase.cpp.

The documentation for this class was generated from the following files:

- Geometry/GeometryStrategyAbstractBase.h
- Geometry/GeometryStrategyAbstractBase.cpp

5.169 GeometryStrategyContext Class Reference

Class for that manages geometry strategies.

`#include <GeometryStrategyContext.h>`

Public Member Functions

- GeometryStrategyContext ()

  Single constructor.
- void calculateGeometry (const Points &points, const DocumentModelCoords &modelCoords, const MainWindowModel &modelMainWindow, const Transformation &transformation, CurveConnectAs connectAs, QString &funcArea, QString &polyArea, QVector< QString > &x, QVector< QString > &y, QVector< QString > &distanceGraphForward, QVector< QString > &distancePercentForward, QVector< QString > &distanceGraphBackward, QVector< QString > &distancePercentBackward) const

  Calculate geometry parameters.

5.169.1 Detailed Description

Class for that manages geometry strategies.

Definition at line 20 of file GeometryStrategyContext.h.

The documentation for this class was generated from the following files:

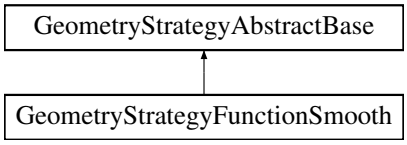
- Geometry/GeometryStrategyContext.h
- Geometry/GeometryStrategyContext.cpp

5.170 GeometryStrategyFunctionSmooth Class Reference

Calculate for line through the points that is smoothly connected as a function.

`#include <GeometryStrategyFunctionSmooth.h>`

Inheritance diagram for GeometryStrategyFunctionSmooth:



Public Member Functions

- GeometryStrategyFunctionSmooth ()

  Single constructor.
- virtual void calculateGeometry (const Points &points, const DocumentModelCoords &modelCoords, const MainWindowModel &modelMainWindow, const Transformation &transformation, QString &funcArea, QString &polyArea, QVector< QString > &x, QVector< QString > &y, QVector< QString > &distanceGraphForward, QVector< QString > &distancePercentForward, QVector< QString > &distanceGraphBackward, QVector< QString > &distancePercentBackward) const

  Calculate geometry parameters.

Additional Inherited Members

5.170.1 Detailed Description

Calculate for line through the points that is smoothly connected as a function.

Definition at line 16 of file GeometryStrategyFunctionSmooth.h.

The documentation for this class was generated from the following files:

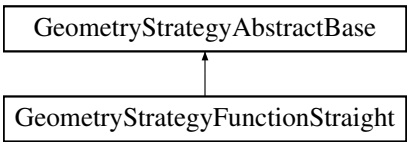
- Geometry/GeometryStrategyFunctionSmooth.h
- Geometry/GeometryStrategyFunctionSmooth.cpp

5.171 GeometryStrategyFunctionStraight Class Reference

Calculate for line through the points that is straightly connected as a function.

`#include <GeometryStrategyFunctionStraight.h>`

Inheritance diagram for GeometryStrategyFunctionStraight:



Public Member Functions

- GeometryStrategyFunctionStraight ()

  Single constructor.
- virtual void calculateGeometry (const Points &points, const DocumentModelCoords &modelCoords, const MainWindowModel &modelMainWindow, const Transformation &transformation, QString &funcArea, QString &polyArea, QVector< QString > &x, QVector< QString > &y, QVector< QString > &distanceGraphForward, QVector< QString > &distancePercentForward, QVector< QString > &distanceGraphBackward, QVector< QString > &distancePercentBackward) const

  Calculate geometry parameters.

Additional Inherited Members

5.171.1 Detailed Description

Calculate for line through the points that is straightly connected as a function.

Definition at line 16 of file GeometryStrategyFunctionStraight.h.

The documentation for this class was generated from the following files:

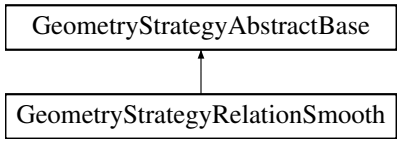
- Geometry/GeometryStrategyFunctionStraight.h
- Geometry/GeometryStrategyFunctionStraight.cpp

5.172 GeometryStrategyRelationSmooth Class Reference

Calculate for line through the points that is smoothly connected as a relation.

`#include <GeometryStrategyRelationSmooth.h>`

Inheritance diagram for GeometryStrategyRelationSmooth:



Public Member Functions

- GeometryStrategyRelationSmooth ()

  Single constructor.
- virtual void calculateGeometry (const Points &points, const DocumentModelCoords &modelCoords, const MainWindowModel &modelMainWindow, const Transformation &transformation, QString &funcArea, QString &polyArea, QVector< QString > &x, QVector< QString > &y, QVector< QString > &distanceGraphForward, QVector< QString > &distancePercentForward, QVector< QString > &distanceGraphBackward, QVector< QString > &distancePercentBackward) const

  Calculate geometry parameters.

Additional Inherited Members

5.172.1 Detailed Description

Calculate for line through the points that is smoothly connected as a relation.

Definition at line 16 of file GeometryStrategyRelationSmooth.h.

The documentation for this class was generated from the following files:

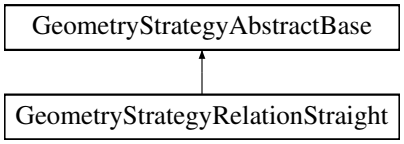
- Geometry/GeometryStrategyRelationSmooth.h
- Geometry/GeometryStrategyRelationSmooth.cpp

5.173 GeometryStrategyRelationStraight Class Reference

Calculate for line through the points that is straightly connected as a relation.

`#include <GeometryStrategyRelationStraight.h>`

Inheritance diagram for GeometryStrategyRelationStraight:



Public Member Functions

- GeometryStrategyRelationStraight ()

  Single constructor.
- virtual void calculateGeometry (const Points &points, const DocumentModelCoords &modelCoords, const MainWindowModel &modelMainWindow, const Transformation &transformation, QString &funcArea, QString &polyArea, QVector< QString > &x, QVector< QString > &y, QVector< QString > &distanceGraphForward, QVector< QString > &distancePercentForward, QVector< QString > &distanceGraphBackward, QVector< QString > &distancePercentBackward) const

  Calculate geometry parameters.

Additional Inherited Members

5.173.1 Detailed Description

Calculate for line through the points that is straightly connected as a relation.

Definition at line 16 of file GeometryStrategyRelationStraight.h.

The documentation for this class was generated from the following files:

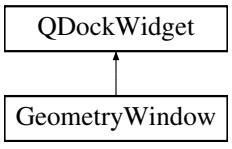
- Geometry/GeometryStrategyRelationStraight.h
- Geometry/GeometryStrategyRelationStraight.cpp

5.174 GeometryWindow Class Reference

Window that displays the geometry information, as a table, for the current curve.

`#include <GeometryWindow.h>`

Inheritance diagram for GeometryWindow:



Public Slots

- void slotPointHoverEnter (QString)

  Highlight the row for the specified point.
- void slotPointHoverLeave (QString)

  Unhighlight the row for the specified point.
- void slotSelectionChanged (const QItemSelection &, const QItemSelection &)

  Prepare for copy after selection has changed.

Signals

- void signalGeometryWindowClosed ()

  Signal that this QDockWidget was just closed.

Public Member Functions

- GeometryWindow (QWidget *parent)

  Single constructor. Parent is needed or else this widget cannot be redocked after being undocked.
- void clear ()

  Clear stale information.
- virtual void closeEvent (QCloseEvent *event)

  Catch close event so corresponding menu item in MainWindow can be updated accordingly.
- void update (const CmdMediator &cmdMediator, const MainWindowModel &modelMainWindow, const QString &curveSelected, const Transformation &transformation)

  Populate the table with the specified Curve.

Static Public Member Functions

- static int columnBodyPointIdentifiers ()

  Hidden column that has the point identifiers.

5.174.1 Detailed Description

Window that displays the geometry information, as a table, for the current curve.

Column COLUMN_BODY_POINT_IDENTIFIERS is hidden. It contains the point identifiers so we can find the line associated with a point, and then highlight that line

Definition at line 27 of file GeometryWindow.h.

The documentation for this class was generated from the following files:

- Geometry/GeometryWindow.h
- Geometry/GeometryWindow.cpp

5.175 GhostEllipse Class Reference

Ghost for a QGraphicsEllipseItem.

`#include <GhostEllipse.h>`

Public Member Functions

- GhostEllipse (const QRectF &rect, const QPen &pen, const QBrush &brush)
  Initial constructor.
- GhostEllipse (const GhostEllipse &other)
  Copy constructor.
- GhostEllipse & operator= (const GhostEllipse &other)
  Assignment operator.
- QBrush brush () const
  Get method for brush.
- QPen pen () const
  Get method for pen.
- QRectF rect () const
  Get method for bounding rectangle.

5.175.1 Detailed Description

Ghost for a QGraphicsEllipseItem.

Definition at line 15 of file GhostEllipse.h.

The documentation for this class was generated from the following files:

- Ghosts/GhostEllipse.h
- Ghosts/GhostEllipse.cpp

5.176 GhostPath Class Reference

Ghost for a QGraphicsPathItem.

`#include <GhostPath.h>`

Public Member Functions

- GhostPath (const QPainterPath &path, const QPen &pen, const QBrush &brush)
  Initial constructor.
- GhostPath (const GhostPath &other)
  Copy constructor.
- GhostPath & operator= (const GhostPath &other)
  Assignment operator.
- QBrush brush () const
  Get method for brush.
- QPainterPath path () const
  Get method for path.
- QPen pen () const
  Get method for pen.

5.176.1 Detailed Description

Ghost for a QGraphicsPathItem.

Definition at line 15 of file GhostPath.h.

The documentation for this class was generated from the following files:

- Ghosts/GhostPath.h
- Ghosts/GhostPath.cpp

5.177 GhostPolygon Class Reference

Ghost for a QGraphicsPolygonItem.

`#include <GhostPolygon.h>`

Public Member Functions

- GhostPolygon (const QPolygonF &polygon, const QPen &pen, const QBrush &brush)
  Initial constructor.
- GhostPolygon (const GhostPolygon &other)
  Copy constructor.
- GhostPolygon & operator= (const GhostPolygon &other)
  Assignment operator.
- QBrush brush () const
  Get method for brush.
- QPen pen () const
  Get method for pen.
- QPolygonF polygon () const
  Get method for polygon.

5.177.1 Detailed Description

Ghost for a QGraphicsPolygonItem.

Definition at line 15 of file GhostPolygon.h.

The documentation for this class was generated from the following files:

- Ghosts/GhostPolygon.h
- Ghosts/GhostPolygon.cpp

5.178 Ghosts Class Reference

Class for showing points and lines for all coordinate systems simultaneously, even though the code normally only allows graphical items for once coordinate system to be visible at a time.

`#include <Ghosts.h>`

Public Member Functions

- Ghosts (unsigned int coordSystemIndexToBeRestored)
  Single constructor.
- unsigned int coordSystemIndexToBeRestored () const
  Coordinate system index that was active before the ghosts.
- void captureGraphicsItems (QGraphicsScene &scene)
  Take a snapshot of the graphics items.
- void createGhosts (QGraphicsScene &scene)
  Create ghosts from the path/rect/polygon lists.
- void destroyGhosts (QGraphicsScene &scene)
  Destory ghosts. Called at end of algorithm.

5.178.1 Detailed Description

Class for showing points and lines for all coordinate systems simultaneously, even though the code normally only allows graphical items for once coordinate system to be visible at a time.

QGraphicsLineItems are ignored since those are just used for the AxesChecker, and QGraphicsPixmapItems are ignored since those are just used for the background. The other QGraphicsItem subclasses are captured and converted into ghosts.

Definition at line 26 of file Ghosts.h.

The documentation for this class was generated from the following files:

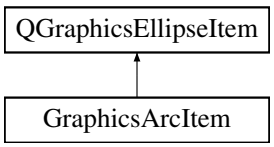
- Ghosts/Ghosts.h
- Ghosts/Ghosts.cpp

5.179 GraphicsArcItem Class Reference

Draw an arc as an ellipse but without lines from the center to the start and end points.

`#include <GraphicsArcItem.h>`

Inheritance diagram for GraphicsArcItem:



Public Member Functions

- GraphicsArcItem (double x, double y, double width, double height, QGraphicsItem *parent=0)
  Constructor with individual coordinates.
- GraphicsArcItem (const QRectF &rect, QGraphicsItem *parent=0)
  Constructor with coordinates specified as rectangle.
- virtual void paint (QPainter *painter, const QStyleOptionGraphicsItem *option, QWidget *widget)
  Paint without interior fill.

5.179.1 Detailed Description

Draw an arc as an ellipse but without lines from the center to the start and end points.

Originally this class overrode QGraphicsEllipseItem::boundingRect and called QGraphicsScene::boundingRect. However, that led to an infinite loop since QGraphicsScene::boundingRect looped back around to QGraphics↩ EllipseItem::boundingRect

Definition at line 17 of file GraphicsArcItem.h.

The documentation for this class was generated from the following files:

- Graphics/GraphicsArcItem.h
- Graphics/GraphicsArcItem.cpp

5.180 GraphicsItemsExtractor Class Reference

This class consolidates utility routines that deal with graphics items that are getting extracted from the scene.

`#include <GraphicsItemsExtractor.h>`

Public Member Functions

- GraphicsItemsExtractor ()

  Single constructor.
- bool allSelectedItemsAreEitherAxisOrGraph (const QList< QGraphicsItem * > &items, AxisOrGraph axis↩ OrGraph) const

  Return true if all selected points are of the specified axis or graph type.
- QStringList selectedPointIdentifiers (const QList< QGraphicsItem * > &items) const

  Return list of selected point identifiers.

5.180.1 Detailed Description

This class consolidates utility routines that deal with graphics items that are getting extracted from the scene.

Definition at line 20 of file GraphicsItemsExtractor.h.

The documentation for this class was generated from the following files:

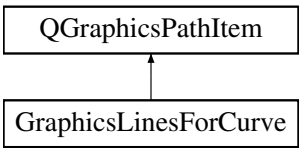
- Graphics/GraphicsItemsExtractor.h
- Graphics/GraphicsItemsExtractor.cpp

5.181 GraphicsLinesForCurve Class Reference

This class stores the GraphicsLine objects for one Curve.

`#include <GraphicsLinesForCurve.h>`

Inheritance diagram for GraphicsLinesForCurve:



Public Member Functions

- GraphicsLinesForCurve (const QString &curveName)

  Single constructor.
- void addPoint (const QString &pointIdentifier, double ordinal, GraphicsPoint &point)

  Add new line.
- double identifierToOrdinal (const QString &identifier) const

  Get ordinal for specified identifier.
- void lineMembershipPurge (const LineStyle &lineStyle)

  Mark the end of addPoint calls. Remove stale lines, insert missing lines, and draw the graphics lines.
- void lineMembershipReset ()

  Mark points as unwanted. Afterwards, lineMembershipPurge gets called.
- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- void removePoint (double ordinal)

  Remove the specified point. The act of deleting it will automatically remove it from the GraphicsScene.
- void removeTemporaryPointIfExists ()

  Remove temporary point if it exists.
- void updateAfterCommand (GraphicsScene &scene, const PointStyle &pointStyle, const Point &point, GeometryWindow *geometryWindow)

  Update the GraphicsScene with the specified Point from the Document. If it does not exist yet in the scene, we add it.
- void updateCurveStyle (const CurveStyle &curveStyle)

  Update the curve style for this curve.
- void updateGraphicsLinesToMatchGraphicsPoints (const LineStyle &lineStyle)

  Calls to moveLinesWithDraggedPoint have finished so update the lines correspondingly.
- void updateHighlightOpacity (double highlightOpacity)

  Update the highlight opacity value. This may or may not affect the current display immediately depending on the state.
- void updatePointOrdinalsAfterDrag (const LineStyle &lineStyle, const Transformation &transformation)

  See GraphicsScene::updateOrdinalsAfterDrag. Pretty much the same steps as Curve::updatePointOrdinals.

5.181.1 Detailed Description

This class stores the GraphicsLine objects for one Curve.

The container is a QMap since that container maintains order by key

Definition at line 25 of file GraphicsLinesForCurve.h.

5.181.2 Member Function Documentation

5.181.2.1 void GraphicsLinesForCurve::addPoint (const QString & *pointIdentifier,* double *ordinal,* GraphicsPoint & *point*)

Add new line.

The GraphicsPoint arguments are not const since this line binds to the points, so dragging points also drags the lines. The ordinal is already in the GraphicsPoint as DATA_KEY_ORDINAL

Definition at line 53 of file GraphicsLinesForCurve.cpp.

5.181.2.2 void GraphicsLinesForCurve::removeTemporaryPointIfExists ( )

Remove temporary point if it exists.

Temporary point handling is so complicated that this method quietly allows redundant calls to this method, without complaining that the point has already been removed when called again

Definition at line 281 of file GraphicsLinesForCurve.cpp.

The documentation for this class was generated from the following files:

- Graphics/GraphicsLinesForCurve.h
- Graphics/GraphicsLinesForCurve.cpp

5.182 GraphicsLinesForCurves Class Reference

This class stores the GraphicsLinesForCurves objects, one per Curve.

`#include <GraphicsLinesForCurves.h>`

Public Member Functions

- GraphicsLinesForCurves ()
  Single constructor.
- void addPoint (const QString &curveName, const QString &pointIdentifier, double ordinal, GraphicsPoint &point)
  Add new point.
- void addRemoveCurves (GraphicsScene &scene, const QStringList &curveNames)
  Add new curves and remove expired curves to match the specified list.
- void lineMembershipPurge (const CurveStyles &curveStyles)
  Mark the end of addPoint calls. Remove stale lines, insert missing lines, and draw the graphics lines.
- void lineMembershipReset ()
  Mark points as unwanted. Afterwards, lineMembershipPurge gets called.
- void print () const
  Debugging method for printing directly from symbolic debugger.
- void printStream (QString indentation, QTextStream &str) const
  Debugging method that supports print method of this class and printStream method of some other class(es)
- void removePoint (const QString &identifier)

Remove the specified point. The act of deleting it will automatically remove it from the GraphicsScene.

- void removeTemporaryPointIfExists ()

  Remove temporary point if it exists.

- void resetOnLoad ()

  Reset, when loading a document after the first, to same state that first document was at when loaded.

- void updateAfterCommand (GraphicsScene &scene, const CurveStyles &curveStyles, const QString &curveName, const Point &point, GeometryWindow *geometryWindow)

  Update the GraphicsScene with the specified Point from the Document. If it does not exist yet in the scene, we add it.

- void updateCurveStyles (const CurveStyles &modelCurveStyles)

  Update the curve style for every curve.

- void updateGraphicsLinesToMatchGraphicsPoints (const CurveStyles &curveStyles)

  Calls to moveLinesWithDraggedPoint have finished so update the lines correspondingly.

- void updateHighlightOpacity (double highlightOpacity)

  Update the highlight opacity value. This may or may not affect the current display immediately depending on the state.

- void updatePointOrdinalsAfterDrag (const CurveStyles &curveStyles, const Transformation &transformation)

  See GraphicsScene::updateOrdinalsAfterDrag.

5.182.1 Detailed Description

This class stores the GraphicsLinesForCurves objects, one per Curve.

Definition at line 26 of file GraphicsLinesForCurves.h.

5.182.2 Member Function Documentation

5.182.2.1 void GraphicsLinesForCurves::addPoint (const QString & *curveName,* const QString & *pointIdentifier,* double *ordinal,* GraphicsPoint & *point*)

Add new point.

The ordinal is already in the GraphicsPoint as DATA_KEY_ORDINAL

Definition at line 28 of file GraphicsLinesForCurves.cpp.

5.182.2.2 void GraphicsLinesForCurves::removeTemporaryPointIfExists ( )

Remove temporary point if it exists.

Temporary point handling is so complicated that this method quietly allows redundant calls to this method, without complaining that the point has already been removed when called again

Definition at line 149 of file GraphicsLinesForCurves.cpp.

The documentation for this class was generated from the following files:

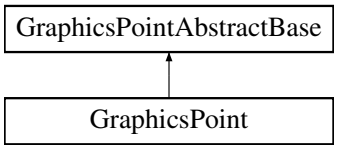
- Graphics/GraphicsLinesForCurves.h
- Graphics/GraphicsLinesForCurves.cpp

5.183 GraphicsPoint Class Reference

Graphics item for drawing a circular or polygonal Point.

`#include <GraphicsPoint.h>`

Inheritance diagram for GraphicsPoint:



Public Member Functions

- GraphicsPoint (QGraphicsScene &scene, const QString &identifier, const QPointF &posScreen, const QColor &color, unsigned int radius, double lineWidth, GeometryWindow *geometryWindow)

  Constructor of circular point.
- GraphicsPoint (QGraphicsScene &scene, const QString &identifier, const QPointF &posScreen, const QColor &color, const QPolygonF &polygon, double lineWidth, GeometryWindow *geometryWindow)

  Constructor of polygon point.
- ~GraphicsPoint ()

  Destructor. This remove the graphics item from the scene.
- QVariant data (int key) const

  Proxy method for QGraphicsItem::data.
- double highlightOpacity () const

  Get method for highlight opacity.
- QPointF pos () const

  Proxy method for QGraphicsItem::pos.
- void printStream (QString indentation, QTextStream &str, double ordinalKey) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- void reset ()

  Mark point as unwanted, and unbind any bound lines.
- void setData (int key, const QVariant &data)

  Proxy method for QGraphicsItem::setData.
- void setHighlightOpacity (double highlightOpacity)

  Set method for highlight opacity.
- void setPointStyle (const PointStyle &pointStyle)

  Update the point style.
- void setPos (const QPointF pos)

  Update the position.
- void setWanted ()

  Mark point as wanted. Marking as unwanted is done by the reset function.
- void updateCurveStyle (const CurveStyle &curveStyle)

  Update point and line styles that comprise the curve style.
- bool wanted () const

  Identify point as wanted//unwanted.

5.183.1 Detailed Description

Graphics item for drawing a circular or polygonal Point.

In this class, lines are drawn twice: 1) As nonzero-width lines so user can have thick, and highly visible, points 2) As a 'shadow' with zero-width lines since these always appear even when zooming results in some pixel rows/columns disappearing This dual-line approach is better than using QGraphicsItem::ItemIgnoresTransformations to prevent horrible aliasing problems, since that approach involves complicated transformation matrix manipulations

Layering is used for the single graphics item contained by this class. External code only has to deal with this single class, and there is no multiple inheritance involved. If inheritance was used, we would have one class based on QGraphicsEllipseItem and another on QGraphicsPolygonItem, so having a single class (for the convenience of the external code) would involve multiple inheritance (of those two classes). With the inheritance approach, using just the methods supplied by QGraphicsItem would be inadequate.

Definition at line 42 of file GraphicsPoint.h.

The documentation for this class was generated from the following files:

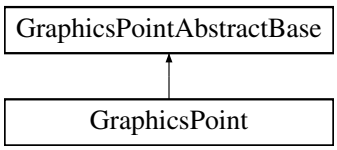
- Graphics/GraphicsPoint.h
- Graphics/GraphicsPoint.cpp

5.184 GraphicsPointAbstractBase Class Reference

Base class for adding identifiers to graphics items that represent Points.

`#include <GraphicsPointAbstractBase.h>`

Inheritance diagram for GraphicsPointAbstractBase:



Public Member Functions

- GraphicsPointAbstractBase ()
  Single constructor.

5.184.1 Detailed Description

Base class for adding identifiers to graphics items that represent Points.

Identifiers are needed to distinguish which nodes are selected from those that are not selected. Each identifier is stored as a data item in QGraphicsItem.

This abstract base class no longer does anything.

Definition at line 18 of file GraphicsPointAbstractBase.h.

The documentation for this class was generated from the following files:

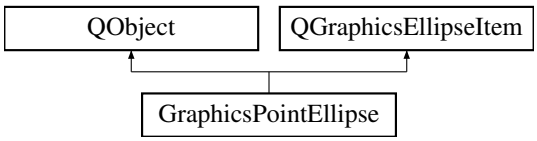
- Graphics/GraphicsPointAbstractBase.h
- Graphics/GraphicsPointAbstractBase.cpp

5.185 GraphicsPointEllipse Class Reference

This class add event handling to QGraphicsEllipseItem.

`#include <GraphicsPointEllipse.h>`

Inheritance diagram for GraphicsPointEllipse:



Signals

- void signalPointHoverEnter (QString)

  Signal for geometry window to highlight the current point upon hover enter.
- void signalPointHoverLeave (QString)

  Signal for geometry window to unhighlight the current point upon hover leave.

Public Member Functions

- GraphicsPointEllipse (GraphicsPoint &graphicsPoint, const QRect &rect)

  Single constructor.
- QVariant itemChange (GraphicsItemChange change, const QVariant &value)

  Intercept moves by dragging so moved items can be identified. This replaces unreliable hit tests.
- virtual void hoverEnterEvent (QGraphicsSceneHoverEvent ∗event)

  Accept hover so point can be highlighted when cursor is over it as a guide to user.
- virtual void hoverLeaveEvent (QGraphicsSceneHoverEvent ∗event)

  Unhighlight this point.
- void setRadius (int radius)

  Update the radius.
- void setShadow (GraphicsPointEllipse ∗shadow)

  Bind this graphics item to its shadow.

5.185.1 Detailed Description

This class add event handling to QGraphicsEllipseItem.

Definition at line 17 of file GraphicsPointEllipse.h.

The documentation for this class was generated from the following files:

- Graphics/GraphicsPointEllipse.h
- Graphics/GraphicsPointEllipse.cpp

5.186 GraphicsPointFactory Class Reference

Factor for generating GraphicsPointAbstractBase class objects.

`#include <GraphicsPointFactory.h>`

Public Member Functions

- GraphicsPointFactory ()

  Single constructor.
- GraphicsPoint * createPoint (QGraphicsScene &scene, const QString &identifier, const QPointF &posScreen, const PointStyle &pointStyle, GeometryWindow *geometryWindow)

  Create circle or polygon point according to the PointStyle.

5.186.1 Detailed Description

Factor for generating GraphicsPointAbstractBase class objects.

Definition at line 19 of file GraphicsPointFactory.h.

The documentation for this class was generated from the following files:

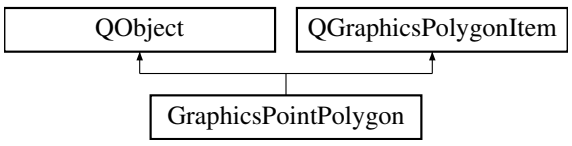
- Graphics/GraphicsPointFactory.h
- Graphics/GraphicsPointFactory.cpp

5.187 GraphicsPointPolygon Class Reference

This class add event handling to QGraphicsPolygonItem.

`#include <GraphicsPointPolygon.h>`

Inheritance diagram for GraphicsPointPolygon:



Signals

- void signalPointHoverEnter (QString)

  Signal for geometry window to highlight the current point upon hover enter.
- void signalPointHoverLeave (QString)

  Signal for geometry window to unhighlight the current point upon hover leave.

Public Member Functions

- GraphicsPointPolygon (GraphicsPoint &graphicsPoint, const QPolygonF &polygon)

  Single constructor.
- QVariant itemChange (GraphicsItemChange change, const QVariant &value)

  Intercept moves by dragging so moved items can be identified. This replaces unreliable hit tests.
- virtual void hoverEnterEvent (QGraphicsSceneHoverEvent ∗event)

  Accept hover so point can be highlighted when cursor is over it as a guide to user.
- virtual void hoverLeaveEvent (QGraphicsSceneHoverEvent ∗event)

  Unhighlight this point.
- void setRadius (int radius)

  Update the radius.
- void setShadow (GraphicsPointPolygon ∗shadow)

  Bind this graphics item to its shadow.

5.187.1 Detailed Description

This class add event handling to QGraphicsPolygonItem.

Definition at line 17 of file GraphicsPointPolygon.h.

The documentation for this class was generated from the following files:

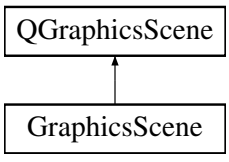
- Graphics/GraphicsPointPolygon.h
- Graphics/GraphicsPointPolygon.cpp

5.188 GraphicsScene Class Reference

Add point and line handling to generic QGraphicsScene.

```
#include <GraphicsScene.h>
```

Inheritance diagram for GraphicsScene:



Public Member Functions

- GraphicsScene (MainWindow *mainWindow)

  Single constructor.
- void addTemporaryPoint (const QString &identifier, GraphicsPoint *point)

  Add one temporary point to m_graphicsLinesForCurves. Non-temporary points are handled by the updateLine↩ Membership functions.
- GraphicsPoint * createPoint (const QString &identifier, const PointStyle &pointStyle, const QPointF &pos↩ Screen, GeometryWindow *geometryWindow)

  Create one QGraphicsItem-based object that represents one Point. It is NOT added to m_graphicsLinesForCurves (see addPoint)
- void hideAllItemsExceptImage ()

  Hide all graphics items, except background image, in preparation for preview during IMPORT_TYPE_ADVANCED.
- QStringList positionHasChangedPointIdentifiers () const

  Return a list of identifiers for the points that have moved since the last call to resetPositionHasChanged.
- void printStream (QString indentation, QTextStream &str)

  Debugging method that supports print method of this class and printStream method of some other class(es)
- void removePoint (const QString &identifier)

  Remove specified point. This aborts if the point does not exist.
- void removeTemporaryPointIfExists ()

  Remove temporary point if it exists.
- void resetOnLoad ()

  Reset, when loading a document after the first, to same state that first document was at when loaded.
- void resetPositionHasChangedFlags ()

  Reset positionHasChanged flag for all items. Typically this is done as part of mousePressEvent.
- void showCurves (bool show, bool showAll=false, const QString &curveName="")

  Show or hide all Curves (if showAll is true) or just the selected Curve (if showAll is false);.
- void updateAfterCommand (CmdMediator &cmdMediator, double highlightOpacity, GeometryWindow *geometryWindow)

  Update the Points and their Curves after executing a command.
- void updateCurveStyles (const CurveStyles &modelCurveStyles)

  Update curve styles after settings changed.
- void updateGraphicsLinesToMatchGraphicsPoints (const CurveStyles &modelCurveStyles, const Transformation &transformation)

  A mouse move has just occurred so move the selected points, since they were dragged.

5.188.1 Detailed Description

Add point and line handling to generic QGraphicsScene.

The primary tasks are:

1. update the graphics items to stay in sync with the explicit Points in the Document
2. update the graphics items to stay in sync with the implicit lines between the Points, according to Document settings

This class stores points and lines as QGraphicsItems, but also maintains identifier-to-QGraphicsItems mappings to the points and lines are accessible for updates (like when dragging points around and we need to update the attached lines).

Definition at line 32 of file GraphicsScene.h.

5.188.2 Member Function Documentation

5.188.2.1 void GraphicsScene::removeTemporaryPointIfExists ( )

Remove temporary point if it exists.

Temporary point handling is so complicated that this method quietly allows redundant calls to this method, without complaining that the point has already been removed when called again

Definition at line 168 of file GraphicsScene.cpp.

5.188.2.2 void GraphicsScene::updateAfterCommand (CmdMediator & *cmdMediator,* double *highlightOpacity,* GeometryWindow * *geometryWindow*)

Update the Points and their Curves after executing a command.

After a mouse drag, the lines are already updated and updating would be done on out of date information (since that would be brought up to date by the NEXT command)

Definition at line 246 of file GraphicsScene.cpp.

5.188.2.3 void GraphicsScene::updateGraphicsLinesToMatchGraphicsPoints (const CurveStyles & *modelCurveStyles,* const Transformation & *transformation*)

A mouse move has just occurred so move the selected points, since they were dragged.

The transformation is needed so the screen coordinates can be converted to graph coordinates when updating point ordinals

Definition at line 281 of file GraphicsScene.cpp.

The documentation for this class was generated from the following files:

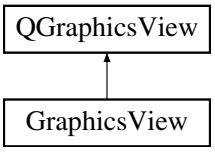
- Graphics/GraphicsScene.h
- Graphics/GraphicsScene.cpp

5.189 GraphicsView Class Reference

QGraphicsView class with event handling added. Typically the events are sent to the active digitizing state.

```
#include <GraphicsView.h>
```

Inheritance diagram for GraphicsView:



Signals

- void signalContextMenuEventAxis (QString pointIdentifier)

  Send right click on axis point to MainWindow for editing.
- void signalContextMenuEventGraph (QStringList pointIdentifiers)

  Send right click on graph point(s) to MainWindow for editing.
- void signalDraggedDigFile (QString)

  Send dragged dig file to MainWindow for import. This comes from dragging an engauge dig file.
- void signalDraggedImage (QImage)

  Send dragged image to MainWindow for import. This typically comes from dragging a file.
- void signalDraggedImageUrl (QUrl)

  Send dragged url to MainWindow for import. This typically comes from dragging an image from a browser.
- void signalKeyPress (Qt::Key, bool atLeastOneSelectedItem)

  Send keypress to MainWindow for eventual processing by DigitizeStateAbstractBase subclasses.
- void signalMouseMove (QPointF)

  Send mouse move to MainWindow for eventual display of cursor coordinates in StatusBar.
- void signalMousePress (QPointF)

  Send mouse press to MainWindow for creating one or more Points.
- void signalMouseRelease (QPointF)

  Send mouse release to MainWindow for moving Points.
- void signalViewZoomIn ()

  Send wheel event to MainWindow for zooming in.
- void signalViewZoomOut ()

  Send wheel event to MainWindow for zooming out.

Public Member Functions

- GraphicsView (QGraphicsScene ∗scene, MainWindow &mainWindow)

  Single constructor.
- virtual void contextMenuEvent (QContextMenuEvent ∗event)

  Intercept context event to support point editing.
- virtual void dragEnterEvent (QDragEnterEvent ∗event)

  Intercept mouse drag event to support drag-and-drop.
- virtual void dragMoveEvent (QDragMoveEvent ∗event)

  Intercept mouse move event to support drag-and-drop.
- virtual void dropEvent (QDropEvent ∗event)

  Intercept mouse drop event to support drag-and-drop. This initiates asynchronous loading of the dragged image.
- virtual void keyPressEvent (QKeyEvent ∗event)

  Intercept key press events to handle left/right/up/down moving.
- virtual void mouseMoveEvent (QMouseEvent ∗event)

  Intercept mouse move events to populate the current cursor position in StatusBar.
- virtual void mousePressEvent (QMouseEvent ∗event)

  Intercept mouse press events to create one or more Points.
- virtual void mouseReleaseEvent (QMouseEvent ∗event)

  Intercept mouse release events to move one or more Points.
- virtual void wheelEvent (QWheelEvent ∗event)

  Convert wheel events into zoom in/out.

5.189.1 Detailed Description

QGraphicsView class with event handling added. Typically the events are sent to the active digitizing state.

Definition at line 20 of file GraphicsView.h.

The documentation for this class was generated from the following files:

- Graphics/GraphicsView.h
- Graphics/GraphicsView.cpp

5.190 GridClassifier Class Reference

Classify the grid pattern in an original image.

`#include <GridClassifier.h>`

Public Member Functions

- GridClassifier ()

  Single constructor.
- void classify (bool isGnuplot, const QPixmap &originalPixmap, const Transformation &transformation, int &countX, double &startX, double &stepX, int &countY, double &startY, double &stepY)

  Classify the specified image, and return the most probably x and y grid settings.

5.190.1 Detailed Description

Classify the grid pattern in an original image.

This class uses the following tricks for faster performance:

1. FFT is used for "fast correlations" in frequency space rather than graph space
2. FFT initialization/shutdown housekeeping is done once
3. Rather than a combinatorial search of grid line start, step and count, we exploit the periodicity of the FFT to search start and step as the first step, and then as a separate second step we search count. In the first step, the periodicity means the repeating grid lines wrap around the end of the end of the image back around to the start of the image - so the grid line count is not even relevant. In other words, the searches are START X STEP + COUNT rather than START X STEP X COUNT

Definition at line 26 of file GridClassifier.h.

The documentation for this class was generated from the following files:

- Grid/GridClassifier.h
- Grid/GridClassifier.cpp

5.191 GridHealer Class Reference

Class that 'heals' the curves after grid lines have been removed.

`#include <GridHealer.h>`

Public Member Functions

- GridHealer (const QImage &imageBefore, const DocumentModelGridRemoval &modelGridRemoval)
  Single constructor.
- void erasePixel (int xCol, int yRow)
  Remember that pixel was erased since it belongs to an grid line.
- void heal (QImage &imageToHeal)
  Heal the broken curve lines by spanning the gaps across the newly-removed grid lines.

5.191.1 Detailed Description

Class that 'heals' the curves after grid lines have been removed.

Specifically, gaps that span the pixels in the removed grid lines are filled in, if they are less than some epsilon value

Definition at line 37 of file GridHealer.h.

5.191.2 Member Function Documentation

5.191.2.1 void GridHealer::erasePixel (int *xCol*, int *yRow*)

Remember that pixel was erased since it belongs to an grid line.

In the image, erasure correponds to a foreground pixel being changed to the background color

Definition at line 96 of file GridHealer.cpp.

The documentation for this class was generated from the following files:

- Grid/GridHealer.h
- Grid/GridHealer.cpp

5.192 GridInitializer Class Reference

This class initializes the count, start, step and stop parameters for one coordinate (either x/theta or y/range)

`#include <GridInitializer.h>`

Public Member Functions

- GridInitializer ()

  Single constructor.
- int computeCount (bool linearAxis, double start, double stop, double step) const

  Compute axis scale count from the other axis parameters.
- double computeStart (bool linearAxis, double stop, double step, int count) const

  Compute axis scale start from the other axis parameters.
- double computeStep (bool linearAxis, double start, double stop, int count) const

  Compute axis scale step from the other axis parameters.
- double computeStop (bool linearAxis, double start, double step, int count) const

  Compute axis scale stop from the other axis parameters.
- DocumentModelGridDisplay initializeWithNarrowCoverage (const QRectF &boundingRectGraph, const DocumentModelCoords &modelCoords) const

  Initialize given the boundaries of the graph coordinates. The output is useful for the Checker class.
- DocumentModelGridDisplay initializeWithWidePolarCoverage (const QRectF &boundingRectGraph, const DocumentModelCoords &modelCoords, const Transformation &transformation, const QSize &imageSize) const

  Initialize given the boundaries of the graph coordinates, and then extra processing for polar coordinates:
  1. *radial range expanded to cover the center (to remove hole at center) to the image corners (to guarantee coverage at corners of graph)*
  2. *angular range is expanded to cover the entire circle (so coverage is total for all directions)*
- int valuePower (double value) const

  *Compute power of 10 for input value, rounding down to nearest integer solution of value>=10**solution.*

5.192.1 Detailed Description

This class initializes the count, start, step and stop parameters for one coordinate (either x/theta or y/range)

Definition at line 13 of file GridInitializer.h.

The documentation for this class was generated from the following files:

- Grid/GridInitializer.h
- Grid/GridInitializer.cpp

5.193 GridLine Class Reference

Single grid line drawn a straight or curved line.

`#include <GridLine.h>`

Public Member Functions

- GridLine ()

  Default constructor for storage in containers.
- GridLine (const GridLine &other)

  Copy constructor. This will assert if called since copying of pointer containers is problematic.
- GridLine & operator= (GridLine &other)

  Assignment constructor. This will assert if called since copying of pointer containers is problematic.
- void add (QGraphicsItem *item)

  Add graphics item which represents one segment of the line.
- void setPen (const QPen &pen)

  Set the pen style.
- void setVisible (bool visible)

  Set each grid line as visible or hidden.

5.193.1 Detailed Description

Single grid line drawn a straight or curved line.

This is expected to be composed of QGraphicsEllipseItem and QGraphicsLineItem objects

Definition at line 20 of file GridLine.h.

The documentation for this class was generated from the following files:

- Grid/GridLine.h
- Grid/GridLine.cpp

5.194 GridLineFactory Class Reference

Factory class for generating the points, composed of QGraphicsItem objects, along a GridLine.

```
#include <GridLineFactory.h>
```

Public Member Functions

- GridLineFactory (QGraphicsScene &scene, const DocumentModelCoords &modelCoords)

  Simple constructor for general use (i.e. not by Checker)
- GridLineFactory (QGraphicsScene &scene, int pointRadius, const QList< Point > &pointsToIsolate, const DocumentModelCoords &modelCoords)

  Constructor for use by Checker, which has points that are isolated.
- GridLine * createGridLine (double xFrom, double yFrom, double xTo, double yTo, const Transformation &transformation)

  Create grid line, either along constant X/theta or constant Y/radius side.
- void createGridLinesForEvenlySpacedGrid (const DocumentModelGridDisplay &modelGridDisplay, const MainWindowModel &modelMainWindow, const Transformation &transformation, GridLines &gridLines)

  Create a rectangular (cartesian) or annular (polar) grid of evenly spaced grid lines.

5.194.1 Detailed Description

Factory class for generating the points, composed of QGraphicsItem objects, along a GridLine.

For polar coordinates, the grid lines will appear as an annular segments.

For the Checker class, a set of Points can be specified which will be isolated by having grid lines stop at a specified distance (or radius) from each point

Definition at line 28 of file GridLineFactory.h.

5.194.2 Member Function Documentation

5.194.2.1 GridLine * GridLineFactory::createGridLine (double *xFrom,* double *yFrom,* double *xTo,* double *yTo,* const Transformation & *transformation*)

Create grid line, either along constant X/theta or constant Y/radius side.

Line goes from pointFromGraph to pointToGraph. If the coordinates are polar, we go clockwise from pointFrom↩ Graph to pointToGraph (as set up by adjustPolarAngleRange).

Definition at line 72 of file GridLineFactory.cpp.

The documentation for this class was generated from the following files:

- Grid/GridLineFactory.h
- Grid/GridLineFactory.cpp

5.195 GridLineLimiter Class Reference

Limit the number of grid lines so a bad combination of start/step/stop value will not lead to extremely long delays when the step size is much too small for the start/stop values.

`#include <GridLineLimiter.h>`

Public Member Functions

- GridLineLimiter ()

  Single constructor.
- double limitedStepXTheta (const DocumentModelCoords &modelCoords, const MainWindowModel &modelMainWindow, const DocumentModelGridDisplay &modelGrid) const

  Limit step value for x/theta coordinate. This is a noop if the maximum grid line limit in MainWindowModel is not exceeded.
- double limitedStepYRange (const DocumentModelCoords &modelCoords, const MainWindowModel &modelMainWindow, const DocumentModelGridDisplay &modelGrid) const

  Limit step value for y/range coordinate. This is a noop if the maximum grid line limit in MainWindowModel is not exceeded.

5.195.1 Detailed Description

Limit the number of grid lines so a bad combination of start/step/stop value will not lead to extremely long delays when the step size is much too small for the start/stop values.

Definition at line 19 of file GridLineLimiter.h.

The documentation for this class was generated from the following files:

- Grid/GridLineLimiter.h
- Grid/GridLineLimiter.cpp

5.196 GridLines Class Reference

Container class for GridLine objects.

`#include <GridLines.h>`

Public Member Functions

- GridLines ()
  Single constructor.
- void add (GridLine *gridLine)
  Add specified grid line. Ownership of all allocated QGraphicsItems is passed to new GridLine.
- void clear ()
  Deallocate and remove all grid lines.
- void setPen (const QPen &pen)
  Set the pen style of each grid line.
- void setVisible (bool visible)
  Make all grid lines visible or hidden.

5.196.1 Detailed Description

Container class for GridLine objects.

Definition at line 18 of file GridLines.h.

The documentation for this class was generated from the following files:

- Grid/GridLines.h
- Grid/GridLines.cpp

5.197 GridRemoval Class Reference

Strategy class for grid removal.

`#include <GridRemoval.h>`

Public Member Functions

- GridRemoval ()

  Single constructor.
- QPixmap remove (const Transformation &transformation, const DocumentModelGridRemoval &modelGrid↩ Removal, const QImage &imageBefore)

  Process QImage into QPixmap, removing the grid lines.

5.197.1 Detailed Description

Strategy class for grid removal.

Definition at line 19 of file GridRemoval.h.

The documentation for this class was generated from the following files:

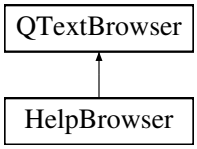
- Grid/GridRemoval.h
- Grid/GridRemoval.cpp

5.198 HelpBrowser Class Reference

Text browser with resource loading enhanced for use as help text browser.

```
#include <HelpBrowser.h>
```

Inheritance diagram for HelpBrowser:



Public Member Functions

- HelpBrowser (QHelpEngine ∗engine, QWidget ∗parent=0)

  Single constructor.
- QVariant loadResource (int type, const QUrl &url)

  Load resources.

5.198.1 Detailed Description

Text browser with resource loading enhanced for use as help text browser.

Definition at line 15 of file HelpBrowser.h.

The documentation for this class was generated from the following files:

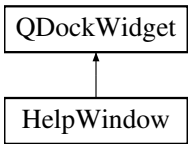
- Help/HelpBrowser.h
- Help/HelpBrowser.cpp

5.199 HelpWindow Class Reference

Dockable help window.

`#include <HelpWindow.h>`

Inheritance diagram for HelpWindow:



Public Member Functions

- HelpWindow (QWidget ∗parent)
  Single constructor.

5.199.1 Detailed Description

Dockable help window.

Despite a lot of work trying to work with the OSX sandbox, support for the sandbox was never completed since QHelpEngine requires WRITE-access to the collection file. Even trying to create a temporary directory does not work since copying would involve QHelpEngine::copyCollectionFile which copys from the CURRENT collection file (versus just some arbitrary file name)

Definition at line 16 of file HelpWindow.h.

The documentation for this class was generated from the following files:

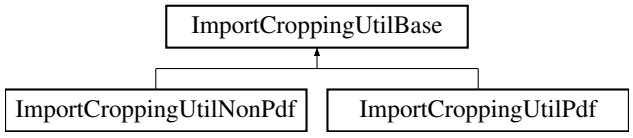
- Help/HelpWindow.h
- Help/HelpWindow.cpp

5.200 ImportCroppingUtilBase Class Reference

Utility class for import cropping options.

`#include <ImportCroppingUtilBase.h>`

Inheritance diagram for ImportCroppingUtilBase:



Public Member Functions

- ImportCroppingUtilBase ()
  Single constructor.

Static Public Member Functions

- static QString importCroppingToString (ImportCropping importCropping)
  Option as string for display to user.

5.200.1 Detailed Description

Utility class for import cropping options.

Default option is oldest, and simplest, behavior, which is no cropping.

A complication is that a dialog for cropping is not wanted during batch-mode regression testing, so this class and its subclasses offer methods for overriding the current setting during regression testing

Definition at line 17 of file ImportCroppingUtilBase.h.

The documentation for this class was generated from the following files:

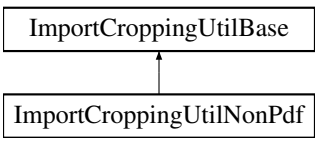
- Import/ImportCroppingUtilBase.h
- Import/ImportCroppingUtilBase.cpp

5.201 ImportCroppingUtilNonPdf Class Reference

Import of non-pdf files.

```
#include <ImportCroppingUtilNonPdf.h>
```

Inheritance diagram for ImportCroppingUtilNonPdf:



Public Member Functions

- ImportCroppingUtilNonPdf ()
  Single constructor.
- bool applyImportCropping (bool isRegression, ImportCropping importCropping) const
  Skip cropping dialog during regression testing, otherwise crop if it is always turned on.

Additional Inherited Members

5.201.1 Detailed Description

Import of non-pdf files.

Definition at line 14 of file ImportCroppingUtilNonPdf.h.

The documentation for this class was generated from the following files:

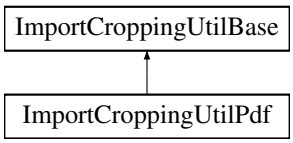
- Import/ImportCroppingUtilNonPdf.h
- Import/ImportCroppingUtilNonPdf.cpp

5.202 ImportCroppingUtilPdf Class Reference

Import of pdf files.

`#include <ImportCroppingUtilPdf.h>`

Inheritance diagram for ImportCroppingUtilPdf:



Public Member Functions

- ImportCroppingUtilPdf ()

  Single constructor.
- bool applyImportCropping (bool isRegression, const QString &fileName, ImportCropping importCropping, Poppler::Document ∗&document) const

  For pdf files, skip cropping dialog during regression testing, otherwise crop if it is always turned on or if there are multiple pages.

Additional Inherited Members

5.202.1 Detailed Description

Import of pdf files.

Definition at line 19 of file ImportCroppingUtilPdf.h.

5.202.2 Member Function Documentation

5.202.2.1 bool ImportCroppingUtilPdf::applyImportCropping (bool *isRegression,* const QString & *fileName,* ImportCropping *importCropping,* Poppler::Document *&* *document*) const

For pdf files, skip cropping dialog during regression testing, otherwise crop if it is always turned on or if there are multiple pages.

For speed, the Document is returned if cropping is to be performed so the file needs to be read only once

Definition at line 17 of file ImportCroppingUtilPdf.cpp.

The documentation for this class was generated from the following files:

- Import/ImportCroppingUtilPdf.h
- Import/ImportCroppingUtilPdf.cpp

5.203 Jpeg2000 Class Reference

Wrapper around OpenJPEG library, in C, for opening jpeg2000 files.

`#include <Jpeg2000.h>`

Public Member Functions

- Jpeg2000 ()
  Single constructor.
- bool load (const QString &filename, QImage &image) const
  Load image from jpeg2000 file.
- QStringList supportedImageWildcards () const
  List the supported jpeg2000 file extensions, for filtering import files.

5.203.1 Detailed Description

Wrapper around OpenJPEG library, in C, for opening jpeg2000 files.

Definition at line 26 of file Jpeg2000.h.

The documentation for this class was generated from the following files:

- Jpeg2000/Jpeg2000.h
- Jpeg2000/Jpeg2000.cpp

5.204 LineStyle Class Reference

Details for a specific Line.

`#include <LineStyle.h>`

Public Member Functions

- LineStyle ()

  Default constructor only for use when this class is being stored by a container that requires the default constructor.
- LineStyle (unsigned int width, ColorPalette paletteColor, CurveConnectAs curveConnectAs)

  Normal constructor.
- LineStyle (const LineStyle &other)

  Copy constructor.
- LineStyle & operator= (const LineStyle &other)

  Assignment operator.
- CurveConnectAs curveConnectAs () const

  Get method for connect type.
- void loadXml (QXmlStreamReader &reader)

  Load model from serialized xml. Returns the curve name.
- ColorPalette paletteColor () const

  Line color.
- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- void saveXml (QXmlStreamWriter &writer) const

  Serialize to stream.
- void setCurveConnectAs (CurveConnectAs curveConnectAs)

  Set connect as.
- void setPaletteColor (ColorPalette paletteColor)

  Set method for line color.
- void setWidth (int width)

  Set width of line.
- unsigned int width () const

  Width of line.

Static Public Member Functions

- static LineStyle defaultAxesCurve ()

  Initial default for axes curve.
- static LineStyle defaultGraphCurve (int index)

  Initial default for index'th graph curve.

5.204.1 Detailed Description

Details for a specific Line.

Definition at line 19 of file LineStyle.h.

The documentation for this class was generated from the following files:

- Line/LineStyle.h
- Line/LineStyle.cpp

5.205 LoadFileInfo Class Reference

Returns information about files.

`#include <LoadFileInfo.h>`

Public Member Functions

- LoadFileInfo ()
  Single constructor.
- bool loadsAsDigFile (const QString &urlString) const
  Returns true if specified file name can be loaded as a DIG file.

5.205.1 Detailed Description

Returns information about files.

Definition at line 13 of file LoadFileInfo.h.

The documentation for this class was generated from the following files:

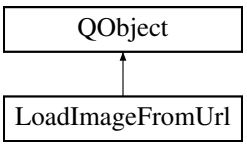
- Load/LoadFileInfo.h
- Load/LoadFileInfo.cpp

5.206 LoadImageFromUrl Class Reference

Load QImage from url. This is trivial for a file, but requires an asynchronous download step for http urls.

`#include <LoadImageFromUrl.h>`

Inheritance diagram for LoadImageFromUrl:



Signals

- void signalImportImage (QString, QImage)
  Send the imported image to MainWindow. This completes the asynchronous loading of the image.

Public Member Functions

- LoadImageFromUrl (MainWindow &mainWindow)
  Single constructor.
- void startLoadImage (const QUrl &url)
  Start the asynchronous loading of an image from the specified url.

5.206.1 Detailed Description

Load QImage from url. This is trivial for a file, but requires an asynchronous download step for http urls.

Definition at line 20 of file LoadImageFromUrl.h.

The documentation for this class was generated from the following files:

- Load/LoadImageFromUrl.h
- Load/LoadImageFromUrl.cpp

5.207 LoggerUpload Class Reference

Upload logging information to website for developer support.

`#include <LoggerUpload.h>`

Public Member Functions

- LoggerUpload ()
  Single constructor.

Static Public Member Functions

- static void bindToMainWindow (const MainWindow ∗mainWindow)
  Bind to MainWindow so this class can access the command stack.
- static void loggerAssert (const char ∗condition, const char ∗file, int line) NO_RETURN_VALUE
  Smart equivalent to standard assert method and Q_ASSERT (in qglobal.h).
- static void loggerCheckPtr (const char ∗pointer, const char ∗file, int line) NO_RETURN_VALUE
  Smart equivalent to Q_CHECK_PTR (in qglobal.h). Similar to loggerAssert but for checking newly-allocated pointers.

5.207.1 Detailed Description

Upload logging information to website for developer support.

Definition at line 21 of file LoggerUpload.h.

5.207.2 Member Function Documentation

5.207.2.1 void LoggerUpload::loggerAssert (const char ∗ *condition,* const char ∗ *file,* int *line*) [static]

Smart equivalent to standard assert method and Q_ASSERT (in qglobal.h).

Upon error, an upload is proposed. This is static for easy access from anywhere else in the application

Definition at line 22 of file LoggerUpload.cpp.

The documentation for this class was generated from the following files:

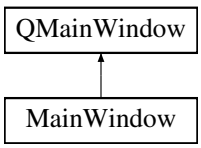
- Logger/LoggerUpload.h
- Logger/LoggerUpload.cpp

5.208 MainWindow Class Reference

Main window consisting of menu, graphics scene, status bar and optional toolbars as a Single Document Interface.

`#include <MainWindow.h>`

Inheritance diagram for MainWindow:



Signals

- void signalZoom (int)

  Send zoom selection, picked from menu or keystroke, to StatusBar.

Public Member Functions

- MainWindow (const QString &errorReportFile, const QString &fileCmdScriptFile, bool isRegressionTest, bool isGnuplot, bool isReset, QStringList loadStartupFiles, QWidget ∗parent=0)

  Single constructor.
- void cmdFileClose ()

  Close file. This is called from a file script command.
- void cmdFileExport (const QString &fileName)

  Export file. This is called from a file script command.
- void cmdFileImport (const QString &fileName)

  Import file. This is called from a file script command.
- void cmdFileOpen (const QString &fileName)

  Open file. This is called from a file script command.
- CmdMediator ∗ cmdMediator ()

  Accessor for commands to process the Document.
- virtual bool eventFilter (QObject ∗, QEvent ∗)

  Catch secret keypresses.
- QImage imageFiltered () const

  Background image that has been filtered for the current curve. This asserts if a curve-specific image is not being shown.
- bool isGnuplot () const

  Get method for gnuplot flag.
- MainWindowModel modelMainWindow () const

  Get method for main window model.
- void resizeEvent (QResizeEvent ∗event)

  Intercept resize event so graphics scene can be appropriately resized when in Fill mode.
- void saveErrorReportFileAndExit (const char ∗comment, const char ∗file, int line, const char ∗context) const

  Save error report and exit.
- GraphicsScene & scene ()

  Scene container for the QImage and QGraphicsItems.
- BackgroundImage selectOriginal (BackgroundImage backgroundImage)

Make original background visible, for DigitizeStateColorPicker.

- QString selectedGraphCurve () const

  Curve name that is currently selected in m_cmbCurve.
- virtual void showEvent (QShowEvent *)

  Processing performed after gui becomes available.
- void showTemporaryMessage (const QString &temporaryMessage)

  Show temporary message in status bar.
- Transformation transformation () const

  Return read-only copy of transformation.
- bool transformIsDefined () const

  Return true if all three axis points have been defined.
- void updateAfterCommand ()

  See GraphicsScene::updateAfterCommand.
- void updateAfterMouseRelease ()

  Call MainWindow::updateControls (which is private) after the very specific case - a mouse press/release.
- void updateCoordSystem (CoordSystemIndex coordSystemIndex)

  Select a different CoordSystem.
- void updateDigitizeStateIfSoftwareTriggered (DigitizeState digitizeState)

  After software-triggered state transition, this method manually triggers the action as if user had clicked on digitize button.
- void updateGraphicsLinesToMatchGraphicsPoints ()

  Update the graphics lines so they follow the graphics points, after a drag, addition, removal, and such.
- void updateSettingsAxesChecker (const DocumentModelAxesChecker &modelAxesChecker)

  Update with new axes indicator properties.
- void updateSettingsColorFilter (const DocumentModelColorFilter &modelColorFilter)

  Update with new color filter properties.
- void updateSettingsCoords (const DocumentModelCoords &modelCoords)

  Update with new coordinate properties.
- void updateSettingsCurveAddRemove (const CurvesGraphs &curvesGraphs)

  Update with new curves.
- void updateSettingsCurveStyles (const CurveStyles &modelCurveStyles)

  Update with new curve styles.
- void updateSettingsDigitizeCurve (const DocumentModelDigitizeCurve &modelDigitizeCurve)

  Update with new curve digitization styles.
- void updateSettingsExportFormat (const DocumentModelExportFormat &modelExport)

  Update with new export properties.
- void updateSettingsGeneral (const DocumentModelGeneral &modelGeneral)

  Update with new general properties.
- void updateSettingsGridDisplay (const DocumentModelGridDisplay &modelGridDisplay)

  Update with new grid display properties.
- void updateSettingsGridRemoval (const DocumentModelGridRemoval &modelGridRemoval)

  Update with new grid removal properties.
- void updateSettingsMainWindow (const MainWindowModel &modelMainWindow)

  Update with new main window properties.
- void updateSettingsPointMatch (const DocumentModelPointMatch &modelPointMatch)

  Update with new point match properties.
- void updateSettingsSegments (const DocumentModelSegments &modelSegments)

  Update with new segments properties.
- void updateViewsOfSettings (const QString &activeCurve)

  Update curve-specific view of settings. Private version gets active curve name from DigitizeStateContext.
- GraphicsView & view ()

  View for the QImage and QGraphicsItems, without const.
- const GraphicsView & view () const

  View for the QImage and QGraphicsItems, without const.

5.208.1 Detailed Description

Main window consisting of menu, graphics scene, status bar and optional toolbars as a Single Document Interface.

Definition at line 83 of file MainWindow.h.

5.208.2 Constructor & Destructor Documentation

5.208.2.1 MainWindow::MainWindow (const QString & *errorReportFile,* const QString & *fileCmdScriptFile,* bool *isRegressionTest,* bool *isGnuplot,* bool *isReset,* QStringList *loadStartupFiles,* QWidget * *parent* = 0)

Single constructor.

Parameters

errorReportFile	Optional error report file to be read at startup. Empty if unused. Incompatible with fileCmdScript
fileCmdScriptFile	Optional file command script file to be read at startup. Empty if unused. Incompatible with errorReportFile
isRegressionTest	True if errorReportFile or fileCmdScript is for regression testing, in which case it is executed and the program exits
isGnuplot	True if diagnostic gnuplot files are generated for math-intense sections of the code. Used for development and debugging
isReset	True to reset all settings that would otherwise be restored from the previous execution of Engauge
loadStartupFiles	Zero or more Engauge document files to load at startup. A separate instance of Engauge is created for each file
parent	Optional parent widget for this widget

Definition at line 127 of file MainWindow.cpp.

5.208.3 Member Function Documentation

5.208.3.1 BackgroundImage MainWindow::selectOriginal (BackgroundImage *backgroundImage*)

Make original background visible, for DigitizeStateColorPicker.

This returns the previous background state for restoring when state finishes

Definition at line 2296 of file MainWindow.cpp.

5.208.3.2 void MainWindow::updateGraphicsLinesToMatchGraphicsPoints ( )

Update the graphics lines so they follow the graphics points, after a drag, addition, removal, and such.

The points in the Document may (and probably are) out of date with respect to the graphics points

Definition at line 4262 of file MainWindow.cpp.

The documentation for this class was generated from the following files:

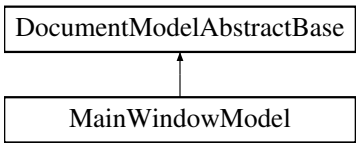
- main/MainWindow.h
- main/MainWindow.cpp

5.209 MainWindowModel Class Reference

Model for DlgSettingsMainWindow.

`#include <MainWindowModel.h>`

Inheritance diagram for MainWindowModel:



Public Member Functions

- MainWindowModel ()
  Default constructor.
- MainWindowModel (const MainWindowModel &other)
  Copy constructor.
- MainWindowModel & operator= (const MainWindowModel &other)
  Assignment constructor.
- virtual void loadXml (QXmlStreamReader &reader)
  Load model from serialized xml.
- double highlightOpacity () const
  Get method for highlight opacity.
- ImportCropping importCropping () const
  Get method for import cropping.
- QLocale locale () const
  Get method for locale.
- MainTitleBarFormat mainTitleBarFormat () const
  Get method for MainWindow titlebar filename format.
- int maximumGridLines () const
  Maximum number of grid lines.
- int pdfResolution () const
  Get method for resolution of imported PDF files, in dots per inch.
- void printStream (QString indentation, QTextStream &str) const
  Debugging method that supports print method of this class and printStream method of some other class(es)
- virtual void saveXml (QXmlStreamWriter &writer) const
  Save entire model as xml into stream.
- void setHighlightOpacity (double highlightOpacity)
  Set method for highlight opacity.
- void setLocale (QLocale::Language language, QLocale::Country country)
  Set method for locale given attributes.
- void setLocale (const QLocale &locale)
  Set method for locale given locale object.
- void setImportCropping (ImportCropping importCropping)
  Set method for import cropping.
- void setMainTitleBarFormat (MainTitleBarFormat mainTitleBarFormat)
  Set method for MainWindow titlebar filename format.

- void setMaximumGridLines (int maximumGridLines)

  Set method for maximum number of grid lines.
- void setPdfResolution (int resolution)

  Set method for resolution of imported PDF files, in dots per inch.
- void setZoomControl (ZoomControl zoomControl)

  Set method for zoom control.
- void setZoomFactorInitial (ZoomFactorInitial zoomFactorInitial)

  Set method for initial zoom factor.
- ZoomControl zoomControl () const

  Get method for zoom control.
- ZoomFactorInitial zoomFactorInitial () const

  Get method for initial zoom factor.

Additional Inherited Members

5.209.1 Detailed Description

Model for DlgSettingsMainWindow.

Unlike the other models (DocumentModel∗) this data is not saved and loaded within the document, so no xml or working with the Document class is involved. Also, there is no associated Cmd. Instead, the settings are saved using QSettings. Method involving xml/Document (from DocumentModelAbstractBase) are stubbed out

Definition at line 24 of file MainWindowModel.h.

The documentation for this class was generated from the following files:

- main/MainWindowModel.h
- main/MainWindowModel.cpp

5.210 MigrateToVersion6 Class Reference

Converts old (=pre version 6) enums to new (=version 6) enums, for reading of old document files.

```
#include <MigrateToVersion6.h>
```

Public Member Functions

- MigrateToVersion6 ()

  Single constructor.
- ColorPalette colorPalette (int preVersion6) const

  Color from color palette.
- CurveConnectAs curveConnectAs (int preVersion6) const

  Line drawn between points.
- PointShape pointShape (int preVersion6) const

  Point shape.
- int pointRadius (int preVersion6) const

  Point radius.

5.210.1 Detailed Description

Converts old (=pre version 6) enums to new (=version 6) enums, for reading of old document files.

Definition at line 15 of file MigrateToVersion6.h.

The documentation for this class was generated from the following files:

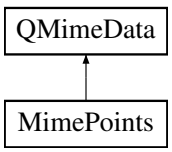
- util/MigrateToVersion6.h
- util/MigrateToVersion6.cpp

5.211 MimePoints Class Reference

Custom mime type for separate treatment of graph coordinates and, when there is no transform, points coordinates.

`#include <MimePoints.h>`

Inheritance diagram for MimePoints:



Public Member Functions

- MimePoints ()

  Default constructor. Initial contents are overwritten by other constructors.
- MimePoints (const QString &csvGraph, const QString &htmlGraph)

  Constructor when graph coordinates are available because the transformation is defined.
- MimePoints (const QString &csvPoints)

  Constructor when transformation is not defined. This data is not meant to leave this application.
- MimePoints & operator= (const MimePoints &other)

  Assignment operator.
- virtual ~MimePoints ()

  Destructor.
- QString csvGraph () const

  Get method for csvGraph.
- QString csvPoints () const

  Get method for csvPoints.
- virtual QStringList formats () const

  Available formats, which depend on whether or not the transform is defined.
- QString htmlGraph () const

  Get methjod for htmlGraph.

Protected Member Functions

- virtual QVariant retrieveData (const QString &format, QVariant::Type preferredType) const

  Returns a variant with the data for the specified format.

5.211.1 Detailed Description

Custom mime type for separate treatment of graph coordinates and, when there is no transform, points coordinates.

Definition at line 15 of file MimePoints.h.

The documentation for this class was generated from the following files:

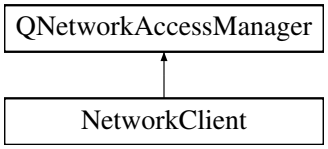
- Mime/MimePoints.h
- Mime/MimePoints.cpp

5.212 NetworkClient Class Reference

Client for interacting with Engauge server.

`#include <NetworkClient.h>`

Inheritance diagram for NetworkClient:



Public Slots

- void slotFinished (QNetworkReply ∗)

  Cleanup after response is returned.

Public Member Functions

- NetworkClient (QObject ∗parent)

  Single constructor.
- void uploadErrorReport (const QString &report)

  Upload the error report asynchronously.

5.212.1 Detailed Description

Client for interacting with Engauge server.

Definition at line 16 of file NetworkClient.h.

The documentation for this class was generated from the following files:

- Network/NetworkClient.h
- Network/NetworkClient.cpp

5.213 NonPdf Class Reference

Wrapper around the QImage class for read and importing non-PDF files.

`#include <NonPdf.h>`

Public Member Functions

- NonPdf ()
  Single constructor.
- NonPdfReturn load (const QString &fileName, QImage &image, ImportCropping importCropping, bool is↩ ErrorReportRegressionTest) const
  Try to load the specified file. Success is indicated in the function return value.

5.213.1 Detailed Description

Wrapper around the QImage class for read and importing non-PDF files.

Definition at line 26 of file NonPdf.h.

The documentation for this class was generated from the following files:

- NonPdf/NonPdf.h
- NonPdf/NonPdf.cpp

5.214 NonPdfCropping Class Reference

This class shows a frame around the selected portion of the import preview window.

`#include <NonPdfCropping.h>`

Public Member Functions

- NonPdfCropping (QGraphicsScene &scene, ViewPreview &view)
  Single constructor.
- QRectF frameRect () const
  Frame rectangle selected by user.
- void moveBL (const QPointF &newPos, const QPointF &oldPos)
  Bottom left corner handle was moved.
- void moveBR (const QPointF &newPos, const QPointF &oldPos)
  Bottom right corner handle was moved.
- void moveTL (const QPointF &newPos, const QPointF &oldPos)
  Top left corner handle was moved.
- void moveTR (const QPointF &newPos, const QPointF &oldPos)
  Top right corner handle was moved.
- QSize windowSize () const
  Size of window in scene coordinates.

Static Public Attributes

- static const int NON_PDF_CROPPING_BOTTOM = 1

  Bit flag when handle is aligned with bottom edge at reference point.
- static const int NON_PDF_CROPPING_LEFT = 2

  Bit flag when handle is aligned with left edge at reference point.
- static const int NON_PDF_CROPPING_RIGHT = 4

  Bit flag when handle is aligned with right edge at reference point.
- static const int NON_PDF_CROPPING_TOP = 8

  Bit flag when handle is aligned with top edge at reference point.

5.214.1 Detailed Description

This class shows a frame around the selected portion of the import preview window.

This class was developed as a non-pdf equivalent to the PdfCropping class. See that class for more details

Definition at line 22 of file NonPdfCropping.h.

The documentation for this class was generated from the following files:

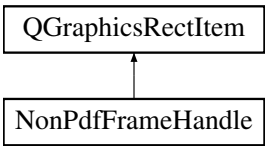
- NonPdf/NonPdfCropping.h
- NonPdf/NonPdfCropping.cpp

5.215 NonPdfFrameHandle Class Reference

This class acts as a single handle for the NonPdfCropping class.

`#include <NonPdfFrameHandle.h>`

Inheritance diagram for NonPdfFrameHandle:



Public Member Functions

- NonPdfFrameHandle (QGraphicsScene &scene, QGraphicsView &view, const QPointF &pointReference, int orientationFlags, NonPdfCropping &nonPdfCropping, int zValue)

  Single constructor.
- virtual QVariant itemChange (GraphicsItemChange change, const QVariant &value)

  Intercept the drags and process them, which is the whole point of handles.
- virtual void paint (QPainter ∗painter, const QStyleOptionGraphicsItem ∗option, QWidget ∗widget)

  Override the paint method so the dashed-border-when-selected can be removed.
- void setDisableEventsWhileMovingAutomatically (bool disable)

  Temporarily disable event handling so code can move this object without triggering a cascade of events.

5.215.1 Detailed Description

This class acts as a single handle for the NonPdfCropping class.

Definition at line 19 of file NonPdfFrameHandle.h.

The documentation for this class was generated from the following files:

- NonPdf/NonPdfFrameHandle.h
- NonPdf/NonPdfFrameHandle.cpp

5.216 OrdinalGenerator Class Reference

Utility class for generating ordinal numbers.

`#include <OrdinalGenerator.h>`

Public Member Functions

- double generateAxisPointOrdinal (const Document &document)

  Select ordinal just for uniqueness, since there is never a curve drawn through the axis points.
- double generateCurvePointOrdinal (const Document &document, const Transformation &transformation, const QPointF &posScreen, const QString &curveName)

  Select ordinal so new point curve passes smoothly through existing points.

5.216.1 Detailed Description

Utility class for generating ordinal numbers.

For axis points, the ordinals are arbitrary but must be unique. For curve points, point is inserted according to its position and the CurveStyle settings

Definition at line 18 of file OrdinalGenerator.h.

The documentation for this class was generated from the following files:

- Ordinal/OrdinalGenerator.h
- Ordinal/OrdinalGenerator.cpp

5.217 Pdf Class Reference

Wrapper around the Poppler library.

`#include <Pdf.h>`

Public Member Functions

- Pdf ()

  Single constructor.
- PdfReturn load (const QString &fileName, QImage &image, int resolution, ImportCropping importCropping, bool isErrorReportRegressionTest) const

  Try to load the specified file. Success is indicated in the function return value.

5.217.1 Detailed Description

Wrapper around the Poppler library.

Engauge uses that library to read and import PDF files.

This class is only compiled and linked in when ENGAUGE_PDF is defined, since it links to the optional poppler library.

Definition at line 28 of file Pdf.h.

The documentation for this class was generated from the following files:

- Pdf/Pdf.h
- Pdf/Pdf.cpp

5.218 PdfCropping Class Reference

This class shows a frame around the selected portion of the pdf import preview window.

```
#include <PdfCropping.h>
```

Public Member Functions

- PdfCropping (QGraphicsScene &scene, ViewPreview &view)

  Single constructor.
- QRectF frameRect () const

  Frame rectangle selected by user.
- void moveBL (const QPointF &newPos, const QPointF &oldPos)

  Bottom left corner handle was moved.
- void moveBR (const QPointF &newPos, const QPointF &oldPos)

  Bottom right corner handle was moved.
- void moveTL (const QPointF &newPos, const QPointF &oldPos)

  Top left corner handle was moved.
- void moveTR (const QPointF &newPos, const QPointF &oldPos)

  Top right corner handle was moved.
- QSize windowSize () const

  Size of window in scene coordinates.

Static Public Attributes

- static const int PDF_CROPPING_BOTTOM = 1

  Bit flag when handle is aligned with bottom edge at reference point.
- static const int PDF_CROPPING_LEFT = 2

  Bit flag when handle is aligned with left edge at reference point.
- static const int PDF_CROPPING_RIGHT = 4

  Bit flag when handle is aligned with right edge at reference point.
- static const int PDF_CROPPING_TOP = 8

  Bit flag when handle is aligned with top edge at reference point.

5.218.1 Detailed Description

This class shows a frame around the selected portion of the pdf import preview window.

Originally there were 4 handles at the corners and 4 handles at the middles of the sides, but dragging the corner handles did not result in 1/2 the movement at the middle handles. The middle handles were deemed not worth the effort

Definition at line 24 of file PdfCropping.h.

The documentation for this class was generated from the following files:

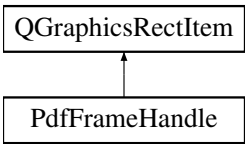
- Pdf/PdfCropping.h
- Pdf/PdfCropping.cpp

5.219 PdfFrameHandle Class Reference

This class acts as a single handle for the PdfCropping class.

`#include <PdfFrameHandle.h>`

Inheritance diagram for PdfFrameHandle:



Public Member Functions

- PdfFrameHandle (QGraphicsScene &scene, QGraphicsView &view, const QPointF &pointReference, int orientationFlags, PdfCropping &pdfCropping, int zValue)

  Single constructor.
- virtual QVariant itemChange (GraphicsItemChange change, const QVariant &value)

  Intercept the drags and process them, which is the whole point of handles.
- virtual void paint (QPainter ∗painter, const QStyleOptionGraphicsItem ∗option, QWidget ∗widget)

  Override the paint method so the dashed-border-when-selected can be removed.
- void setDisableEventsWhileMovingAutomatically (bool disable)

  Temporarily disable event handling so code can move this object without triggering a cascade of events.

5.219.1 Detailed Description

This class acts as a single handle for the PdfCropping class.

Definition at line 19 of file PdfFrameHandle.h.

The documentation for this class was generated from the following files:

- Pdf/PdfFrameHandle.h
- Pdf/PdfFrameHandle.cpp

5.220 Point Class Reference

Class that represents one digitized point. The screen-to-graph coordinate transformation is always external to this class.

`#include <Point.h>`

Public Member Functions

- Point ()

  Default constructor so this class can be used inside a container.
- Point (const QString &curveName, const QPointF &posScreen)

  Constructor for Checker temporary points, before real point gets added.
- Point (const QString &curveName, const QPointF &posScreen, const QPointF &posGraph, bool isXOnly)

  Constructor for temporary point used to pre-check transformation points, before real point gets added.
- Point (const QString &curveName, const QString &identifier, const QPointF &posScreen, const QPointF &posGraph, double ordinal, bool isXOnly)

  Constructor for axis points with identifier (after redo). The position, in screen coordinates, applies to the center of the Point.
- Point (const QString &curveName, const QPointF &posScreen, const QPointF &posGraph, double ordinal, bool isXOnly)

  Constructor for axis points without identifier (after redo). The position, in screen coordinates, applies to the center of the Point.
- Point (const QString &curveName, const QString &identifier, const QPointF &posScreen, double ordinal)

  Constructor for graph points with identifier (after redo)
- Point (const QString &curveName, const QPointF &posScreen, double ordinal)

  Constructor for graph points without identifier (after redo)
- Point (QXmlStreamReader &reader)

  Constructor when loading from serialized xml.
- Point & operator= (const Point &point)

  Assignment constructor.
- Point (const Point &point)

  Copy constructor.
- bool hasOrdinal () const

  True if ordinal is defined.
- bool hasPosGraph () const

  True if graph position is defined.
- QString identifier () const

Unique identifier for a specific Point.

- bool isXOnly () const

  In DOCUMENT_AXES_POINTS_REQUIRED_4 modes, this is true/false if y/x coordinate is undefined.
- bool isAxisPoint () const

  True if point is an axis point. This is used only for sanity checks.
- double ordinal (ApplyHasCheck applyHasCheck=KEEP_HAS_CHECK) const

  Get method for ordinal. Skip check if copying one instance to another.
- QPointF posGraph (ApplyHasCheck applyHasCheck=KEEP_HAS_CHECK) const

  Accessor for graph position. Skip check if copying one instance to another.
- QPointF posScreen () const

  Accessor for screen position.
- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- void saveXml (QXmlStreamWriter &writer) const

  Serialize to stream.
- void setCurveName (const QString &curveName)

  Update the point identifer to match the specified curve name.
- void setOrdinal (double ordinal)

  Set the ordinal used for ordering Points.
- void setPosGraph (const QPointF &posGraph)

  Set method for position in graph coordinates.
- void setPosScreen (const QPointF &posScreen)

  Set method for position in screen coordinates.

Static Public Member Functions

- static QString curveNameFromPointIdentifier (const QString &pointIdentifier)

  Parse the curve name from the specified point identifier. This does the opposite of uniqueIdentifierGenerator.
- static unsigned int identifierIndex ()

  Return the current index for storage in case we need to reset it later while performing a Redo.
- static void setIdentifierIndex (unsigned int identifierIndex)

  Reset the current index while performing a Redo.
- static QString temporaryPointIdentifier ()

  Point identifier for temporary point that is used by DigitzeStateAxis.
- static double UNDEFINED_ORDINAL ()

  Get method for undefined ordinal constant.

5.220.1 Detailed Description

Class that represents one digitized point. The screen-to-graph coordinate transformation is always external to this class.

Definition at line 23 of file Point.h.

5.220.2 Constructor & Destructor Documentation

5.220.2.1 Point::Point (const QString & *curveName*, const QPointF & *posScreen*)

Constructor for Checker temporary points, before real point gets added.

The position, in screen coordinates, applies to the center of the Point

Definition at line 33 of file Point.cpp.

5.220.2.2 Point::Point (const QString & *curveName,* const QPointF & *posScreen,* const QPointF & *posGraph,* bool *isXOnly*)

Constructor for temporary point used to pre-check transformation points, before real point gets added.

The position, in screen coordinates, applies to the center of the Point

Definition at line 52 of file Point.cpp.

The documentation for this class was generated from the following files:

- Point/Point.h
- Point/Point.cpp

5.221 PointComparator Struct Reference

Comparator for sorting Point class.

`#include <PointComparator.h>`

Public Member Functions

- bool operator() (const Point &a, const Point &b) const

  Comparison function used by qSort.

5.221.1 Detailed Description

Comparator for sorting Point class.

Definition at line 13 of file PointComparator.h.

The documentation for this struct was generated from the following file:

- Point/PointComparator.h

5.222 PointIdentifiers Class Reference

Hash table class that tracks point identifiers as the key, with a corresponding boolean value.

`#include <PointIdentifiers.h>`

Public Member Functions

- PointIdentifiers ()

  Single constructor.
- bool contains (const QString &pointIdentifier) const

  True if specified entry exists in the table.
- int count () const

  Number of entries.
- QString getKey (int i) const

  Get key for index.
- bool getValue (const QString &pointIdentifier) const

  Get value for key.
- void loadXml (QXmlStreamReader &reader)

  Load from serialized xml.
- void saveXml (QXmlStreamWriter &writer) const

  Serialize table to xml.
- void setKeyValue (const QString &pointIdentifier, bool value)

  Set key/value pair.

5.222.1 Detailed Description

Hash table class that tracks point identifiers as the key, with a corresponding boolean value.

Definition at line 19 of file PointIdentifiers.h.

5.222.2 Member Function Documentation

5.222.2.1 QString PointIdentifiers::getKey (int *i*) const

Get key for index.

This involves copying of all the keys and is therefore slower than using key lookup, so should not be used for extremely numerous point sets

Definition at line 33 of file PointIdentifiers.cpp.

The documentation for this class was generated from the following files:

- Point/PointIdentifiers.h
- Point/PointIdentifiers.cpp

5.223 PointMatchAlgorithm Class Reference

Algorithm returning a list of points that match the specified point.

```
#include <PointMatchAlgorithm.h>
```

Public Member Functions

- PointMatchAlgorithm (bool isGnuplot)

  Single constructor.
- QList< QPoint > findPoints (const QList< PointMatchPixel > &samplePointPixels, const QImage &image↩ Processed, const DocumentModelPointMatch &modelPointMatch, const Points &pointsExisting)

  Find points that match the specified sample point pixels. They are sorted by best-to-worst match.

5.223.1 Detailed Description

Algorithm returning a list of points that match the specified point.

This returns a list of matches, from best to worst. This is executed in a separate QThread so the gui thread is not blocked

Definition at line 26 of file PointMatchAlgorithm.h.

The documentation for this class was generated from the following files:

- Point/PointMatchAlgorithm.h
- Point/PointMatchAlgorithm.cpp

5.224 PointMatchPixel Class Reference

Single on or off pixel out of the pixels that define the point match mode's candidate point.

```
#include <PointMatchPixel.h>
```

Public Member Functions

- PointMatchPixel (int xOffset, int yOffset, bool pixelIsOn)

  Single basic constructor.
- PointMatchPixel (const PointMatchPixel &other)

  Copy constructor.
- PointMatchPixel & operator= (const PointMatchPixel &other)

  Assignment operator.
- bool pixelIsOn () const

  True/false if pixel is on/off.
- int xOffset () const

  X position relative to the center of the point.
- int yOffset () const

  Y position relative to the center of the point.

5.224.1 Detailed Description

Single on or off pixel out of the pixels that define the point match mode's candidate point.

Definition at line 13 of file PointMatchPixel.h.

The documentation for this class was generated from the following files:

- Point/PointMatchPixel.h
- Point/PointMatchPixel.cpp

5.225 PointMatchTriplet Class Reference

Representation of one matched point as produced from the point match algorithm.

`#include <PointMatchTriplet.h>`

Public Member Functions

- PointMatchTriplet (int x, int y, double correlation)
  Single constructor.
- bool operator< (const PointMatchTriplet &other) const
  Comparison operator for sorting lists of this class using qSort.
- double correlation () const
  Get method for correlation.
- QPoint point () const
  Return (x,y) coordinates as a point.
- int x () const
  Get method for x coordinate.
- int y () const
  Get method for y coordinate.

5.225.1 Detailed Description

Representation of one matched point as produced from the point match algorithm.

Definition at line 13 of file PointMatchTriplet.h.

The documentation for this class was generated from the following files:

- Point/PointMatchTriplet.h
- Point/PointMatchTriplet.cpp

5.226 PointStyle Class Reference

Details for a specific Point.

`#include <PointStyle.h>`

Public Member Functions

- PointStyle ()

  Default constructor only for use when this class is being stored by a container that requires the default constructor.
- PointStyle (PointShape pointShape, unsigned int radius, int lineWidth, ColorPalette paletteColor)

  Normal constructor. The style type and radius are determined by the currently selected Curve.
- PointStyle (const PointStyle &other)

  Copy constructor.
- PointStyle & operator= (const PointStyle &other)

  Assignment constructor.
- bool isCircle () const

  Return true if point is a circle, otherwise it is a polygon. For a circle, the radius is important and no polygon is needed from this class.
- int lineWidth () const

  Get method for line width.
- void loadXml (QXmlStreamReader &reader)

  Load model from serialized xml. Returns the curve name.
- ColorPalette paletteColor () const

  Get method for point color.
- QPolygonF polygon () const

  Return the polygon for creating a QGraphicsPolygonItem. The size is determined by the radius.
- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- int radius () const

  Radius of point. For a circle this is all that is needed to draw a circle. For a polygon, the radius determines the size of the polygon.
- void saveXml (QXmlStreamWriter &writer) const

  Serialize to stream.
- void setLineWidth (int width)

  Set method for line width.
- void setPaletteColor (ColorPalette paletteColor)

  Set method for point color.
- void setRadius (int radius)

  Set method for point radius.
- void setShape (PointShape shape)

  Set method for point shape.
- PointShape shape () const

  Get method for point shape.

Static Public Member Functions

- static PointStyle defaultAxesCurve ()

  Initial default for axes curve.
- static PointStyle defaultGraphCurve (int index)

  Initial default for index'th graph curve.

5.226.1 Detailed Description

Details for a specific Point.

Definition at line 20 of file PointStyle.h.

The documentation for this class was generated from the following files:

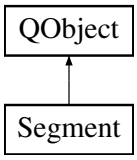
- Point/PointStyle.h
- Point/PointStyle.cpp

5.227 Segment Class Reference

Selectable piecewise-defined line that follows a filtered line in the image.

`#include <Segment.h>`

Inheritance diagram for Segment:



Public Slots

- void slotHover (bool hover)

  Slot for hover enter/leave events in the associated SegmentLines.

Signals

- void signalMouseClickOnSegment (QPointF posSegmentStart)

  Pass mouse press event, with coordinates of first point in the Segment since that info uniquely identifies the owning Segment.

Public Member Functions

- Segment (QGraphicsScene &scene, int yLast, bool isGnuplot)

  Single constructor.
- void appendColumn (int x, int y, const DocumentModelSegments &modelSegments)

  Add some more pixels in a new column to an active segment.
- QList< QPoint > fillPoints (const DocumentModelSegments &modelSegments)

  Create evenly spaced points along the segment.
- QPointF firstPoint () const

  Coordinates of first point in Segment.
- void forwardMousePress ()

  Forward mouse press event from a component SegmentLine that was just clicked on.
- double length () const

  Get method for length in pixels.
- int lineCount () const

  Get method for number of lines.
- void removeUnneededLines (int *foldedLines)

  Try to compress a segment that was just completed, by folding together line from point i to point i+1, with the line from i+1 to i+2, then the line from i+2 to i+3, until one of the points is more than a half pixel from the folded line.
- void updateModelSegment (const DocumentModelSegments &modelSegments)

  Update this segment given the new settings.

5.227.1 Detailed Description

Selectable piecewise-defined line that follows a filtered line in the image.

Clicking on a Segment results in the immediate creation of multiple Points along that Segment.

Definition at line 21 of file Segment.h.

5.227.2 Member Function Documentation

5.227.2.1 QPointF Segment::firstPoint ( ) const

Coordinates of first point in Segment.

This info can be used to uniquely identify a Segment. This method relies on SegmentFactory::removeEmpty↩ Segments to guarantee every Segment has at least one line

Definition at line 284 of file Segment.cpp.

5.227.2.2 void Segment::removeUnneededLines (int * *foldedLines*)

Try to compress a segment that was just completed, by folding together line from point i to point i+1, with the line from i+1 to i+2, then the line from i+2 to i+3, until one of the points is more than a half pixel from the folded line.

this should save memory and improve user interface responsiveness

Definition at line 419 of file Segment.cpp.

The documentation for this class was generated from the following files:

- Segment/Segment.h
- Segment/Segment.cpp

5.228 SegmentFactory Class Reference

Factory class for Segment objects.

`#include <SegmentFactory.h>`

Public Member Functions

- SegmentFactory (QGraphicsScene &scene, bool isGnuplot)

  Single constructor.
- void clearSegments (QList< Segment * > &segments)

  Remove the segments created by makeSegments.
- QList< QPoint > fillPoints (const DocumentModelSegments &modelSegments, QList< Segment * > segments)

  Return segment fill points for all segments, for previewing.
- void makeSegments (const QImage &imageFiltered, const DocumentModelSegments &modelSegments, QList< Segment * > &segments, bool useDlg=true)

  Main entry point for creating all Segments for the filtered image.

5.228.1 Detailed Description

Factory class for Segment objects.

The input is the filtered image.

The strategy is to fill out the segments output array as each segment finishes. This makes it easy to keep too-short Segments out of the output array, versus adding every new Segment to the output array as soon as it is created

Definition at line 27 of file SegmentFactory.h.

The documentation for this class was generated from the following files:

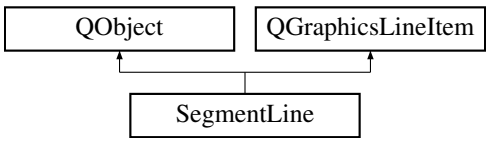
- Segment/SegmentFactory.h
- Segment/SegmentFactory.cpp

5.229 SegmentLine Class Reference

This class is a special case of the standard QGraphicsLineItem for segments.

`#include <SegmentLine.h>`

Inheritance diagram for SegmentLine:



Signals

- void signalHover (bool)

  Pass hover enter/leave events to Segment that owns this.

Public Member Functions

- SegmentLine (QGraphicsScene &scene, const DocumentModelSegments &modelSegments, Segment ∗segment)

  Single constructor.
- virtual void hoverEnterEvent (QGraphicsSceneHoverEvent ∗event)

  Highlight this and all other SegmentLines belonging to the same Segment upon hover enter.
- virtual void hoverLeaveEvent (QGraphicsSceneHoverEvent ∗event)

  Unset highlighting triggered by hover enter.
- virtual void mousePressEvent (QGraphicsSceneMouseEvent ∗event)

  Create points along this curve.
- Segment ∗ segment () const

  Segment that owns this line.
- void setHover (bool hover)

  Apply/remove highlighting triggered by hover enter/leave.
- void updateModelSegment (const DocumentModelSegments &modelSegments)

  Update this segment line with new settings.

5.229.1 Detailed Description

This class is a special case of the standard QGraphicsLineItem for segments.

Definition at line 17 of file SegmentLine.h.

The documentation for this class was generated from the following files:

- Segment/SegmentLine.h
- Segment/SegmentLine.cpp

5.230 SettingsForGraph Class Reference

Manage storage and retrieval of the settings for the curves.

```
#include <SettingsForGraph.h>
```

Public Member Functions

- SettingsForGraph ()

  Single constructor.
- QString defaultCurveName (int indexOneBased, const QString &defaultName) const

  Default graph name for the specified curve index.
- QString groupNameForNthCurve (int indexOneBased) const

  Return the group name, that appears in the settings file/registry, for the specified curve index.

5.230.1 Detailed Description

Manage storage and retrieval of the settings for the curves.

Definition at line 13 of file SettingsForGraph.h.

The documentation for this class was generated from the following files:

- Settings/SettingsForGraph.h
- Settings/SettingsForGraph.cpp

5.231 Spline Class Reference

Cubic interpolation given independent and dependent value vectors.

```
#include <Spline.h>
```

Public Member Functions

- Spline (const std::vector< double > &t, const std::vector< SplinePair > &xy)

  Initialize spline with independent (t) and dependent (x and y) value vectors.
- SplinePair findSplinePairForFunctionX (double x, int numIterations) const

  Use bisection algorithm to iteratively find the SplinePair interpolated to best match the specified x value.
- SplinePair interpolateCoeff (double t) const

  Return interpolated y for specified x.
- SplinePair interpolateControlPoints (double t) const

  Return interpolated y for specified x, for testing.
- SplinePair p1 (unsigned int i) const

  Bezier p1 control point for specified interval. P0 is m_xy[i] and P3 is m_xy[i+1].
- SplinePair p2 (unsigned int i) const

  Bezier p2 control point for specified interval. P0 is m_xy[i] and P3 is m_xy[i+1].

5.231.1 Detailed Description

Cubic interpolation given independent and dependent value vectors.

X is handled as a dependent variable based on the unitless independent parameter t so curves are not restricted to x(i)!=x(i+1).

This class has two modes that can be run side by side:

1. Coefficient mode, where each interval has coefficients a,b,c,d in xy=ai+bi∗(t-ti)+ci∗(t-ti)^2+di∗(t-ti)^3
2. Bezier mode, where each interval has 2 endpoints and 2 control points in P=(1-s)^3∗P0+3∗(1-s)^2∗s∗↩ P1+3∗(1-s)∗s^2∗P2+s^3∗P3. Although interpolation can be performed in bezier mode, this interpolation was just to verify consistent operation between the two modes. The real purpose of this mode is to produce reliable control points, p1 and p2, for each interval. The control points can be used by external code that relies on control points to perform its own interpolation

Definition at line 21 of file Spline.h.

5.231.2 Constructor & Destructor Documentation

5.231.2.1 Spline::Spline (const std::vector< double > & *t*, const std::vector< SplinePair > & *xy*)

Initialize spline with independent (t) and dependent (x and y) value vectors.

Besides initializing the a,b,c,d coefficients for each interval, this constructor initializes bezier points (P1 and P2) for each interval, where P0 and P3 are the start and end points for each interval.

Definition at line 11 of file Spline.cpp.

5.231.3 Member Function Documentation

5.231.3.1 SplinePair Spline::findSplinePairForFunctionX (double *x*, int *numIterations*) const

Use bisection algorithm to iteratively find the SplinePair interpolated to best match the specified x value.

This assumes the curve is a function since otherwise there is the potential for multiple solutions

Definition at line 116 of file Spline.cpp.

5.231.3.2 SplinePair Spline::interpolateCoeff (double *t*) const

Return interpolated y for specified x.

The appropriate interval is selected from the entire set of piecewise-defined intervals, then the corresponding a,b,c,d coefficients are applied

Definition at line 166 of file Spline.cpp.

5.231.3.3 SplinePair Spline::interpolateControlPoints (double *t*) const

Return interpolated y for specified x, for testing.

This uses the bezier points. If the t values are not separated by +1 consistently then this algorithm will probably need additional effort to work right

Definition at line 179 of file Spline.cpp.

The documentation for this class was generated from the following files:

- Spline/Spline.h
- Spline/Spline.cpp

5.232 SplineCoeff Class Reference

Four element vector of a,b,c,d coefficients and the associated x value, for one interval of a set of piecewise-defined intervals.

`#include <SplineCoeff.h>`

Public Member Functions

- SplineCoeff (double t)
  Partial constructor for use mostly by container classes.
- SplineCoeff (double t, const SplinePair &a, const SplinePair &b, const SplinePair &c, const SplinePair &d)
  Full constructor.
- bool operator< (const SplineCoeff &e) const
  Comparison operator for collection.
- bool operator< (double t) const
  Comparison operator for collection.
- SplinePair a () const
  Get method for a.
- SplinePair b () const
  Get method for b.
- SplinePair c () const
  Get method for c.
- SplinePair d () const
  Get method for d.
- SplinePair eval (double t) const
  Evaluate the value using the a,b,c,d coefficients, over this interval.
- double t () const
  T value associated with these a,b,c,d coefficients.

5.232.1 Detailed Description

Four element vector of a,b,c,d coefficients and the associated x value, for one interval of a set of piecewise-defined intervals.

Definition at line 14 of file SplineCoeff.h.

The documentation for this class was generated from the following files:

- Spline/SplineCoeff.h
- Spline/SplineCoeff.cpp

5.233 SplinePair Class Reference

Single X/Y pair for cubic spline interpolation initialization and calculations.

`#include <SplinePair.h>`

Public Member Functions

- SplinePair ()
  Default constructor. Normally used only by generic container classes.
- SplinePair (double scalar)
  Constructor for filling vector with a single scalar. Provided for convenience over preferred constructor.
- SplinePair (double x, double y)
  Preferred constructor. Used when default constructor is not being used by generic container classes.
- SplinePair (const SplinePair &other)
  Assigment constructor.
- SplinePair operator+ (const SplinePair &other) const
  Addition operator.
- SplinePair operator- (const SplinePair &other) const
  Subtraction operator.
- SplinePair operator∗ (const SplinePair &other) const
  Multiplication operator.
- SplinePair operator/ (const SplinePair &other) const
  Division operator.
- double x () const
  Get method for x.
- double y () const
  Get method for y.

5.233.1 Detailed Description

Single X/Y pair for cubic spline interpolation initialization and calculations.

Definition at line 11 of file SplinePair.h.

The documentation for this class was generated from the following files:

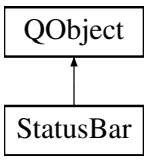
- Spline/SplinePair.h
- Spline/SplinePair.cpp

5.234 StatusBar Class Reference

Wrapper around QStatusBar to manage permanent widgets.

`#include <StatusBar.h>`

Inheritance diagram for StatusBar:



Public Slots

- void slotZoom (int)

  Receive zoom selection from MainWindow.

Signals

- void signalZoom (int)

  Send zoom factor, that was just selected in the status bar, to MainWindow.

Public Member Functions

- StatusBar (QStatusBar &statusBar)

  Single constructor that accepts the previously-constructed standard QStatusBar.
- void setCoordinates (const QString &coordsScreen, const QString &coordsGraph, const QString &resolutionGraph)

  Populate the coordinates fields. Unavailable values are empty. Html-encoding to highlight with colors is supported.
- void setStatusBarMode (StatusBarMode statusBarMode)

  Set the status bar visibility mode.
- void showTemporaryMessage (const QString &message)

  Show temporary message in status bar. After a short interval the message will disappear.
- StatusBarMode statusBarMode () const

  Current mode for status bar visibility. This is tracked locally so this class knows when to hide/show the status bar.
- void wakeUp ()

  Enable all widgets in the status bar. This is called just after a Document becomes active.

5.234.1 Detailed Description

Wrapper around QStatusBar to manage permanent widgets.

This class does not inherit from QStatusBar since QApplication automatically sets up its own QStatusBar

Definition at line 21 of file StatusBar.h.

The documentation for this class was generated from the following files:

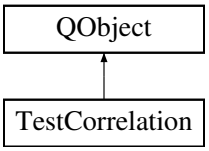
- StatusBar/StatusBar.h
- StatusBar/StatusBar.cpp

5.235 TestCorrelation Class Reference

Unit tests of fast correlation algorithm.

`#include <TestCorrelation.h>`

Inheritance diagram for TestCorrelation:



Public Member Functions

- TestCorrelation (QObject ∗parent=0)
  Single constructor.

5.235.1 Detailed Description

Unit tests of fast correlation algorithm.

Definition at line 7 of file TestCorrelation.h.

The documentation for this class was generated from the following files:

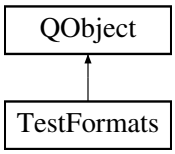
- Test/TestCorrelation.h
- Test/TestCorrelation.cpp

5.236 TestFormats Class Reference

Unit tests of formats.

`#include <TestFormats.h>`

Inheritance diagram for TestFormats:



Public Member Functions

- TestFormats (QObject ∗parent=0)
  Single constructor.

5.236.1 Detailed Description

Unit tests of formats.

Definition at line 8 of file TestFormats.h.

The documentation for this class was generated from the following files:

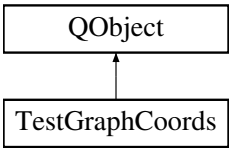
- Test/TestFormats.h
- Test/TestFormats.cpp

5.237 TestGraphCoords Class Reference

Unit tests of graph coordinate sanity checking.

```
#include <TestGraphCoords.h>
```

Inheritance diagram for TestGraphCoords:



Public Member Functions

- TestGraphCoords (QObject ∗parent=0)

  Single constructor.

5.237.1 Detailed Description

Unit tests of graph coordinate sanity checking.

Definition at line 10 of file TestGraphCoords.h.

The documentation for this class was generated from the following files:

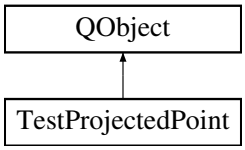
- Test/TestGraphCoords.h
- Test/TestGraphCoords.cpp

5.238 TestProjectedPoint Class Reference

Unit test of spline library.

`#include <TestProjectedPoint.h>`

Inheritance diagram for TestProjectedPoint:



Public Member Functions

- TestProjectedPoint (QObject ∗parent=0)
  Single constructor.

5.238.1 Detailed Description

Unit test of spline library.

Definition at line 7 of file TestProjectedPoint.h.

The documentation for this class was generated from the following files:

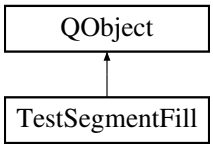
- Test/TestProjectedPoint.h
- Test/TestProjectedPoint.cpp

5.239 TestSegmentFill Class Reference

Unit test of segment fill feature.

`#include <TestSegmentFill.h>`

Inheritance diagram for TestSegmentFill:



Public Member Functions

- TestSegmentFill (QObject ∗parent=0)
  Single constructor.

5.239.1 Detailed Description

Unit test of segment fill feature.

Definition at line 7 of file TestSegmentFill.h.

The documentation for this class was generated from the following files:

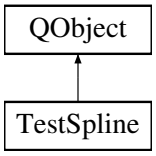
- Test/TestSegmentFill.h
- Test/TestSegmentFill.cpp

5.240 TestSpline Class Reference

Unit test of spline library.

`#include <TestSpline.h>`

Inheritance diagram for TestSpline:



Public Member Functions

- TestSpline (QObject *parent=0)

  Single constructor.

5.240.1 Detailed Description

Unit test of spline library.

Definition at line 7 of file TestSpline.h.

The documentation for this class was generated from the following files:

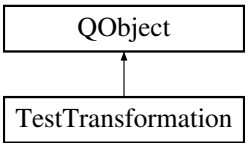
- Test/TestSpline.h
- Test/TestSpline.cpp

5.241 TestTransformation Class Reference

Unit test of transformation class. Checking mostly involves verifying forward/reverse are inverses of each other.

`#include <TestTransformation.h>`

Inheritance diagram for TestTransformation:



Public Member Functions

- TestTransformation (QObject *parent=0)
  Single constructor.

5.241.1 Detailed Description

Unit test of transformation class. Checking mostly involves verifying forward/reverse are inverses of each other.

Definition at line 9 of file TestTransformation.h.

The documentation for this class was generated from the following files:

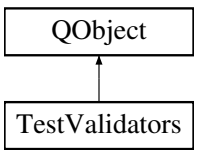
- Test/TestTransformation.h
- Test/TestTransformation.cpp

5.242 TestValidators Class Reference

Unit tests of validators.

`#include <TestValidators.h>`

Inheritance diagram for TestValidators:



Public Member Functions

- TestValidators (QObject *parent=0)
  Single constructor.

5.242.1 Detailed Description

Unit tests of validators.

Definition at line 10 of file TestValidators.h.

The documentation for this class was generated from the following files:

- Test/TestValidators.h
- Test/TestValidators.cpp

5.243 Transformation Class Reference

Affine transformation between screen and graph coordinates, based on digitized axis points.

`#include <Transformation.h>`

Public Member Functions

- Transformation ()

  Default constructor. This is marked as undefined until the proper number of axis points are added.
- Transformation (const Transformation &other)

  Copy constructor.
- Transformation & operator= (const Transformation &other)

  Assignment operator.
- void identity ()

  Identity transformation.
- bool operator!= (const Transformation &other)

  Inequality operator. This is marked as defined.
- void coordTextForStatusBar (QPointF cursorScreen, QString &coordsScreen, QString &coordsGraph, QString &resolutionGraph)

  Return string descriptions of cursor coordinates for status bar.
- DocumentModelCoords modelCoords () const

  Get method for DocumentModelCoords.
- MainWindowModel modelMainWindow () const

  Get method for MainWindowModel.
- void printStream (QString indentation, QTextStream &str) const

  Debugging method that supports print method of this class and printStream method of some other class(es)
- void resetOnLoad ()

  Reset, when loading a document after the first, to same state that first document was at when loaded.
- bool transformIsDefined () const

  Transform is defined when at least three axis points have been digitized.
- void transformLinearCartesianGraphToRawGraph (const QPointF &coordGraph, QPointF &coordScreen) const

  Transform from linear cartesian graph coordinates to cartesian, polar, linear, log coordinates.
- void transformLinearCartesianGraphToScreen (const QPointF &coordGraph, QPointF &coordScreen) const

  Transform from linear cartesian graph coordinates to cartesian pixel screen coordinates.
- QTransform transformMatrix () const

  Get method for copying only, for the transform matrix.

- void transformRawGraphToLinearCartesianGraph (const QPointF &pointRaw, QPointF &pointLinear↩ Cartesian) const

  Convert graph coordinates (linear or log, cartesian or polar) to linear cartesian coordinates.
- void transformRawGraphToScreen (const QPointF &pointRaw, QPointF &pointScreen) const

  Transform from raw graph coordinates to linear cartesian graph coordinates, then to screen coordinates.
- void transformScreenToLinearCartesianGraph (const QPointF &pointScreen, QPointF &pointLinear↩ Cartesian) const

  Transform screen coordinates to linear cartesian coordinates.
- void transformScreenToRawGraph (const QPointF &coordScreen, QPointF &coordGraph) const

  Transform from cartesian pixel screen coordinates to cartesian/polar graph coordinates.
- void update (bool fileIsLoaded, const CmdMediator &cmdMediator, const MainWindowModel &modelMain↩ Window)

  Update transform by iterating through the axis points.

Static Public Member Functions

- static QTransform calculateTransformFromLinearCartesianPoints (const QPointF &posFrom0, const QPointF &posFrom1, const QPointF &posFrom2, const QPointF &posTo0, const QPointF &posTo1, const QPointF &posTo2)

  Calculate QTransform using from/to points that have already been adjusted for, when applicable, log scaling and polar coordinates.
- static QPointF cartesianFromCartesianOrPolar (const DocumentModelCoords &modelCoords, const QPointF &posGraphIn)

  Output cartesian coordinates from input cartesian or polar coordinates. This is static for easier use externally.
- static QPointF cartesianOrPolarFromCartesian (const DocumentModelCoords &modelCoords, const QPointF &posGraphIn)

  Output cartesian or polar coordinates from input cartesian coordinates. This is static for easier use externally.
- static double logToLinearCartesian (double xy)

  Convert cartesian scaling from log to linear. Calling code is responsible for determining if this is necessary.
- static double logToLinearRadius (double r, double rCenter)

  Convert radius scaling from log to linear. Calling code is responsible for determining if this is necessary.

Friends

- class **TestTransformation**

5.243.1 Detailed Description

Affine transformation between screen and graph coordinates, based on digitized axis points.

Transformation from screen pixels to graph coordinates involves two steps:

1. Transform from screen pixels (which are linear and cartesian) to linear cartesian graph coordinates
2. Transform from linear cartesian graph coordinates to the final graph coordinates, which are linear or log scaled, and cartesian or polar

Transformation from graph coordinates to screen pixels reverses the steps involved in the transformation from screen pixels to graph coordinates

Log scaling is calculated as (xLinear - xLogMin) / (xLogMax - xLogMin) = (ln(xLog) - ln(xLogMin)) / (ln(xLogMax) - ln(xLogMin)), which leaves the points (xLogMin,yLonMin) and (xLogMax,yLogMax) unaffected but gives log growth on all other points

Definition at line 30 of file Transformation.h.

5.243.2 Member Function Documentation

5.243.2.1 QTransform Transformation::calculateTransformFromLinearCartesianPoints (const QPointF & *posFrom0,* const QPointF & *posFrom1,* const QPointF & *posFrom2,* const QPointF & *posTo0,* const QPointF & *posTo1,* const QPointF & *posTo2*) [static]

Calculate QTransform using from/to points that have already been adjusted for, when applicable, log scaling and polar coordinates.

The points are linear and cartesian.

This method is kept very generic since it used for different types of transformations:

1. In many place to calculate screen-to/from-graph
2. By Checker to calculate unaligned-to/from-aligned

Definition at line 56 of file Transformation.cpp.

The documentation for this class was generated from the following files:

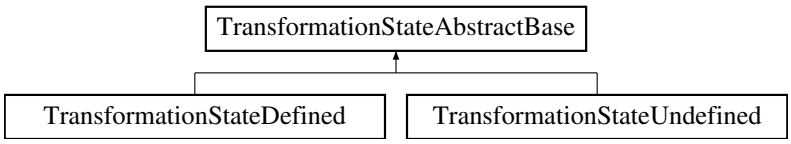
- Transformation/Transformation.h
- Transformation/Transformation.cpp

5.244 TransformationStateAbstractBase Class Reference

Base class for all transformation states. This serves as an interface to TransformationStateContext.

`#include <TransformationStateAbstractBase.h>`

Inheritance diagram for TransformationStateAbstractBase:



Public Member Functions

- TransformationStateAbstractBase (TransformationStateContext &context)

  Single constructor.
- virtual void begin (CmdMediator &cmdMediator, const Transformation &transformation, const QString &selectedGraphCurve)=0

  Method that is called at the exact moment a state is entered. Typically called just after end for the previous state.
- virtual void end (CmdMediator &cmdMediator, const Transformation &transformation)=0

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void updateAxesChecker (CmdMediator &cmdMediator, const Transformation &transformation)=0

  Apply the new DocumentModelAxesChecker.

Protected Member Functions

- TransformationStateContext & context ()

  Reference to the TransformationStateContext that contains all the TransformationStateAbstractBase subclasses, without const.

5.244.1 Detailed Description

Base class for all transformation states. This serves as an interface to TransformationStateContext.

Definition at line 25 of file TransformationStateAbstractBase.h.

The documentation for this class was generated from the following files:

- Transformation/TransformationStateAbstractBase.h
- Transformation/TransformationStateAbstractBase.cpp

5.245 TransformationStateContext Class Reference

Context class for transformation state machine.

`#include <TransformationStateContext.h>`

Public Member Functions

- TransformationStateContext (QGraphicsScene &scene, bool isGnuplot)

  Single constructor.
- bool isGnuplot () const

  Flag for gnuplot debug files.
- void resetOnLoad ()

  Reset, when loading a document after the first, to same state that first document was at when loaded.
- void triggerStateTransition (TransformationState transformationState, CmdMediator &cmdMediator, const Transformation &transformation, const QString &selectedGraphCurve)

  Trigger a state transition to be performed immediately.
- void updateAxesChecker (CmdMediator &cmdMediator, const Transformation &transformation)

  Apply the new DocumentModelAxesChecker.

5.245.1 Detailed Description

Context class for transformation state machine.

This removes some tricky state processing from MainWindow. Unlike typical state machines, the transitions are driven directly from the outside rather than indirectly by events that are processed by the states (this has triggerStateTransition rather than requestStateTransition)

Definition at line 21 of file TransformationStateContext.h.

The documentation for this class was generated from the following files:

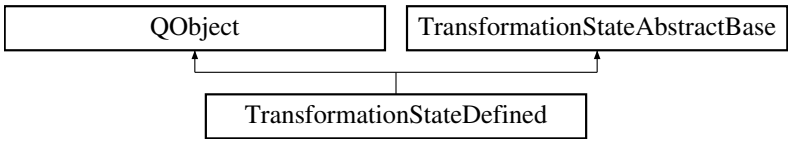
- Transformation/TransformationStateContext.h
- Transformation/TransformationStateContext.cpp

5.246 TransformationStateDefined Class Reference

Class to show transformation since transformation is defined.

`#include <TransformationStateDefined.h>`

Inheritance diagram for TransformationStateDefined:



Public Member Functions

- TransformationStateDefined (TransformationStateContext &context, QGraphicsScene &scene)

  Single constructor.
- virtual void begin (CmdMediator &cmdMediator, const Transformation &transformation, const QString &selectedGraphCurve)

  Method that is called at the exact moment a state is entered. Typically called just after end for the previous state.
- virtual void end (CmdMediator &cmdMediator, const Transformation &transformation)

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void updateAxesChecker (CmdMediator &cmdMediator, const Transformation &transformation)

  Apply the new DocumentModelAxesChecker.

Additional Inherited Members

5.246.1 Detailed Description

Class to show transformation since transformation is defined.

Definition at line 18 of file TransformationStateDefined.h.

The documentation for this class was generated from the following files:

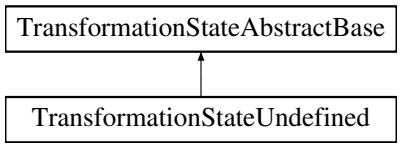
- Transformation/TransformationStateDefined.h
- Transformation/TransformationStateDefined.cpp

5.247 TransformationStateUndefined Class Reference

Class to not show transformation since transformation is undefined.

`#include <TransformationStateUndefined.h>`

Inheritance diagram for TransformationStateUndefined:



Public Member Functions

- TransformationStateUndefined (TransformationStateContext &context, QGraphicsScene &scene)

  Single constructor.
- virtual void begin (CmdMediator &cmdMediator, const Transformation &transformation, const QString &selectedGraphCurve)

  Method that is called at the exact moment a state is entered. Typically called just after end for the previous state.
- virtual void end (CmdMediator &cmdMediator, const Transformation &transformation)

  Method that is called at the exact moment a state is exited. Typically called just before begin for the next state.
- virtual void updateAxesChecker (CmdMediator &cmdMediator, const Transformation &transformation)

  Apply the new DocumentModelAxesChecker.

Additional Inherited Members

5.247.1 Detailed Description

Class to not show transformation since transformation is undefined.

Definition at line 13 of file TransformationStateUndefined.h.

The documentation for this class was generated from the following files:

- Transformation/TransformationStateUndefined.h
- Transformation/TransformationStateUndefined.cpp

5.248 TranslatorContainer Class Reference

Class that stores QTranslator objects for the duration of application execution.

`#include <TranslatorContainer.h>`

Public Member Functions

- TranslatorContainer (QApplication &app)

  Single constructor.

5.248.1 Detailed Description

Class that stores QTranslator objects for the duration of application execution.

Definition at line 8 of file TranslatorContainer.h.

The documentation for this class was generated from the following files:

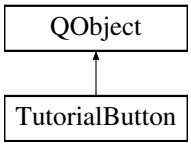
- Translator/TranslatorContainer.h
- Translator/TranslatorContainer.cpp

5.249 TutorialButton Class Reference

Show a button with text for clicking ion. The button is implemented using layering of two graphics items (text and rectangle)

`#include <TutorialButton.h>`

Inheritance diagram for TutorialButton:



Signals

- void signalTriggered ()

  Signal that button was triggered.

Public Member Functions

- TutorialButton (const QString &text, QGraphicsScene &scene)

  Single constructor. Position is set after creation using setGeometry.
- void handleTriggered ()

  Callback to be called when button was triggered by mouse event.
- void setGeometry (const QPoint &pos)

  Set the position. This is called after creation so screen extent is available for positioning calculations.
- QSize size () const

  Size of this button.

5.249.1 Detailed Description

Show a button with text for clicking ion. The button is implemented using layering of two graphics items (text and rectangle)

Definition at line 20 of file TutorialButton.h.

The documentation for this class was generated from the following files:

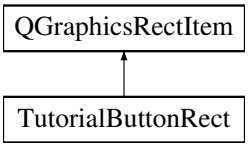
- Tutorial/TutorialButton.h
- Tutorial/TutorialButton.cpp

5.250 TutorialButtonRect Class Reference

This class customizes QGraphicsRectItem so it performs a callback after a mouse event.

`#include <TutorialButtonRect.h>`

Inheritance diagram for TutorialButtonRect:



Public Member Functions

- TutorialButtonRect (TutorialButton &tutorialButton)

  Single constructor.
- virtual void mouseReleaseEvent (QGraphicsSceneMouseEvent *event)

  Forward mouse event to TutorialButton.

5.250.1 Detailed Description

This class customizes QGraphicsRectItem so it performs a callback after a mouse event.

Definition at line 15 of file TutorialButtonRect.h.

The documentation for this class was generated from the following files:

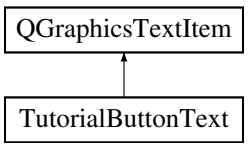
- Tutorial/TutorialButtonRect.h
- Tutorial/TutorialButtonRect.cpp

5.251 TutorialButtonText Class Reference

This class customizes QGraphicsTextItem so it performs a callback after a mouse event.

`#include <TutorialButtonText.h>`

Inheritance diagram for TutorialButtonText:



Public Member Functions

- TutorialButtonText (TutorialButton &tutorialButton, const QString &text, TutorialButtonRect *rect)

  Single constructor.
- virtual void mouseReleaseEvent (QGraphicsSceneMouseEvent *event)

  Forward mouse event to TutorialButton.

5.251.1 Detailed Description

This class customizes QGraphicsTextItem so it performs a callback after a mouse event.

Definition at line 15 of file TutorialButtonText.h.

The documentation for this class was generated from the following files:

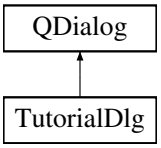
- Tutorial/TutorialButtonText.h
- Tutorial/TutorialButtonText.cpp

5.252 TutorialDlg Class Reference

Tutorial using a strategy like a comic strip with decision points deciding which panels appear.

```
#include <TutorialDlg.h>
```

Inheritance diagram for TutorialDlg:



Public Member Functions

- TutorialDlg (MainWindow *mainWindow)

  Single constructor.
- QSize backgroundSize () const

  Make geometry available for layout.
- QGraphicsScene & scene ()

  Single scene the covers the entire tutorial dialog.
- QGraphicsView & view ()

  Single view that displays the single scene.

5.252.1 Detailed Description

Tutorial using a strategy like a comic strip with decision points deciding which panels appear.

This is implemented as a QGraphicsScene with states in charge of managing the contents of the scene

Definition at line 19 of file TutorialDlg.h.

The documentation for this class was generated from the following files:

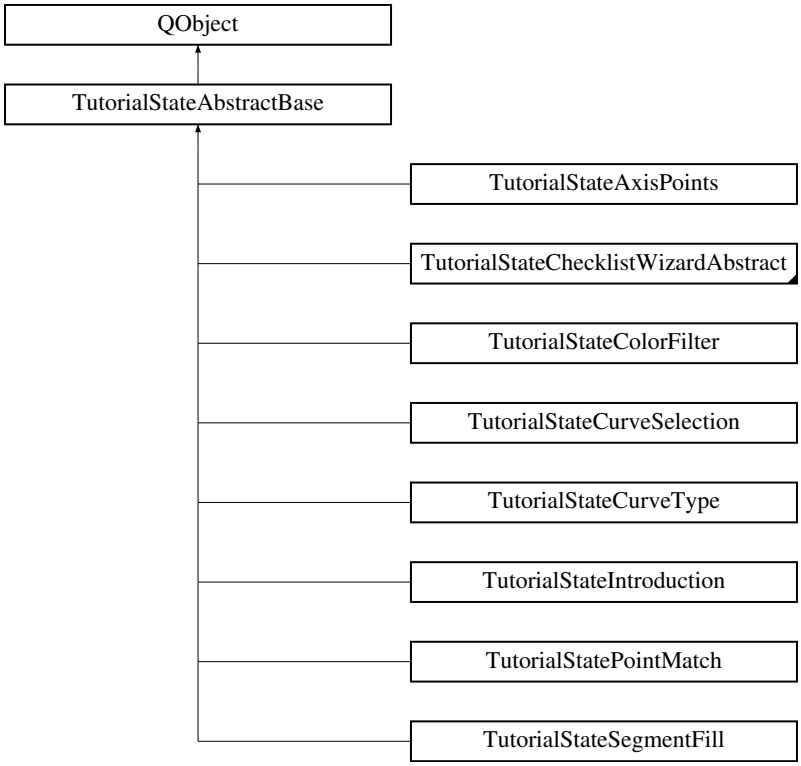
- Tutorial/TutorialDlg.h
- Tutorial/TutorialDlg.cpp

5.253 TutorialStateAbstractBase Class Reference

One state manages one panel of the tutorial.

`#include <TutorialStateAbstractBase.h>`

Inheritance diagram for TutorialStateAbstractBase:



Public Member Functions

- TutorialStateAbstractBase (TutorialStateContext &context)

  Single constructor.
- virtual void begin ()=0

  Transition into this state.
- virtual void end ()=0

  Transition out of this state.

Protected Member Functions

- int buttonMargin () const

  Buttons are placed up against bottom side, and left or right side, separated by this margin.
- TutorialStateContext & context ()

  Context class for the tutorial state machine.
- QGraphicsPixmapItem * createPixmapItem (const QString &resource, const QPoint &pos)

  Factory method for pixmap items.
- QGraphicsTextItem * createTextItem (const QString &text, const QPoint &pos)

  Factory method for text items.
- QGraphicsTextItem * createTitle (const QString &text)

  Factory method for title items.

5.253.1 Detailed Description

One state manages one panel of the tutorial.

Definition at line 30 of file TutorialStateAbstractBase.h.

The documentation for this class was generated from the following files:

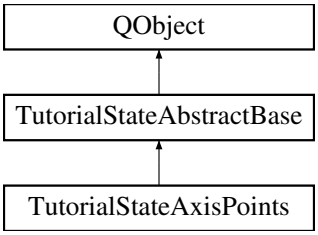
- Tutorial/TutorialStateAbstractBase.h
- Tutorial/TutorialStateAbstractBase.cpp

5.254 TutorialStateAxisPoints Class Reference

Axis points panel discusses axis point digitization.

`#include <TutorialStateAxisPoints.h>`

Inheritance diagram for TutorialStateAxisPoints:



Public Slots

- void slotNext ()

  Slot called when next button is triggered.
- void slotPrevious ()

  Slot called to return to previous panel.

Public Member Functions

- TutorialStateAxisPoints (TutorialStateContext &context)

  Single constructor.
- virtual void begin ()

  Transition into this state.
- virtual void end ()

  Transition out of this state.

Additional Inherited Members

5.254.1 Detailed Description

Axis points panel discusses axis point digitization.

Definition at line 18 of file TutorialStateAxisPoints.h.

The documentation for this class was generated from the following files:

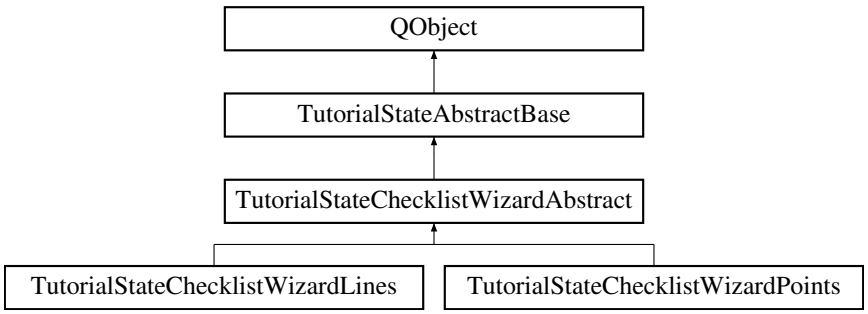
- Tutorial/TutorialStateAxisPoints.h
- Tutorial/TutorialStateAxisPoints.cpp

5.255 TutorialStateChecklistWizardAbstract Class Reference

Abstract class that supports checklist wizard panels.

`#include <TutorialStateChecklistWizardAbstract.h>`

Inheritance diagram for TutorialStateChecklistWizardAbstract:



Public Member Functions

- TutorialStateChecklistWizardAbstract (TutorialStateContext &context)

  Single constructor.

Protected Member Functions

- void begin ()

  Common begin processing.
- void end ()

  Common end processing.
- TutorialButton * previous ()

  Previous button for hooking up button to slot.

5.255.1 Detailed Description

Abstract class that supports checklist wizard panels.

Definition at line 18 of file TutorialStateChecklistWizardAbstract.h.

The documentation for this class was generated from the following files:

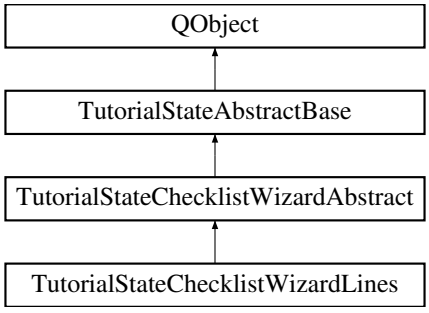
- Tutorial/TutorialStateChecklistWizardAbstract.h
- Tutorial/TutorialStateChecklistWizardAbstract.cpp

5.256 TutorialStateChecklistWizardLines Class Reference

Checklist wizard panel for lines discusses the checklist wizard, and returns to TRANSITION_STATE_SEGMENT↩ _FILL.

```
#include <TutorialStateChecklistWizardLines.h>
```

Inheritance diagram for TutorialStateChecklistWizardLines:



Public Slots

- void slotPrevious ()

  Slot called to return to previous panel.

Public Member Functions

- TutorialStateChecklistWizardLines (TutorialStateContext &context)

  Single constructor.
- virtual void begin ()

  Common begin processing.
- virtual void end ()

  Common end processing.

Additional Inherited Members

5.256.1 Detailed Description

Checklist wizard panel for lines discusses the checklist wizard, and returns to TRANSITION_STATE_SEGMENT↩ _FILL.

Definition at line 18 of file TutorialStateChecklistWizardLines.h.

The documentation for this class was generated from the following files:

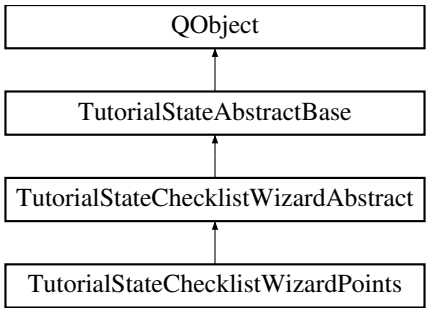
- Tutorial/TutorialStateChecklistWizardLines.h
- Tutorial/TutorialStateChecklistWizardLines.cpp

5.257 TutorialStateChecklistWizardPoints Class Reference

Checklist wizard panel for points discusses the checklist wizard, and returns to TRANSITION_STATE_POINT_M↩ ATCH.

```
#include <TutorialStateChecklistWizardPoints.h>
```

Inheritance diagram for TutorialStateChecklistWizardPoints:



Public Slots

- void slotPrevious ()

  Slot called to return to previous panel.

Public Member Functions

- TutorialStateChecklistWizardPoints (TutorialStateContext &context)

  Single constructor.
- virtual void begin ()

  Common begin processing.
- virtual void end ()

  Common end processing.

Additional Inherited Members

5.257.1 Detailed Description

Checklist wizard panel for points discusses the checklist wizard, and returns to TRANSITION_STATE_POINT_M↩ ATCH.

Definition at line 18 of file TutorialStateChecklistWizardPoints.h.

The documentation for this class was generated from the following files:

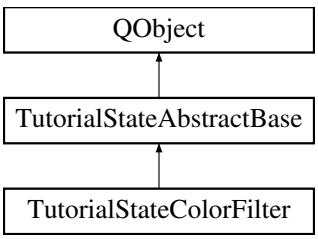
- Tutorial/TutorialStateChecklistWizardPoints.h
- Tutorial/TutorialStateChecklistWizardPoints.cpp

5.258 TutorialStateColorFilter Class Reference

Color filter panel discusses the curve-specific color filtering.

```
#include <TutorialStateColorFilter.h>
```

Inheritance diagram for TutorialStateColorFilter:



Public Slots

- void slotBack ()

  Slot called to return to previous panel.

Public Member Functions

- TutorialStateColorFilter (TutorialStateContext &context)

  Single constructor.
- virtual void begin ()

  Transition into this state.
- virtual void end ()

  Transition out of this state.

Additional Inherited Members

5.258.1 Detailed Description

Color filter panel discusses the curve-specific color filtering.

Definition at line 18 of file TutorialStateColorFilter.h.

The documentation for this class was generated from the following files:

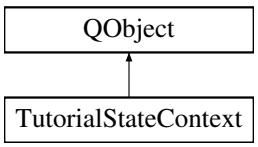
- Tutorial/TutorialStateColorFilter.h
- Tutorial/TutorialStateColorFilter.cpp

5.259 TutorialStateContext Class Reference

Context class for tutorial state machine.

`#include <TutorialStateContext.h>`

Inheritance diagram for TutorialStateContext:



Public Member Functions

- TutorialStateContext (TutorialDlg &tutorialDlg)

  Single constructor.
- void requestDelayedStateTransition (TutorialState tutorialState)

  Request a transition to the specified state from the current state.
- void requestImmediateStateTransition (TutorialState tutorialState)

  Request a transition to the specified state from the current state.
- TutorialDlg & tutorialDlg ()

  Access to tutorial dialogs and its scene.

5.259.1 Detailed Description

Context class for tutorial state machine.

Each state represents one panel in the tutorial Tutorial assumptions:

1. Dealing with multiple curves is postponed until the end of the tutorial.

Definition at line 20 of file TutorialStateContext.h.

5.259.2 Member Function Documentation

5.259.2.1 void TutorialStateContext::requestDelayedStateTransition (TutorialState *tutorialState*)

Request a transition to the specified state from the current state.

A timer is used. This assumes TutorialStateContext is NOT on the stack - probably since an external event (mouse click, ...) resulted in a callback to the current state

Definition at line 81 of file TutorialStateContext.cpp.

5.259.2.2 void TutorialStateContext::requestImmediateStateTransition (TutorialState *tutorialState*)

Request a transition to the specified state from the current state.

The transition is delayed until the current state is off the stack to prevent stack corruption errors. This assumes TutorialStateContext is on the stack to finish the transition after execution returns from the state

Definition at line 90 of file TutorialStateContext.cpp.

The documentation for this class was generated from the following files:

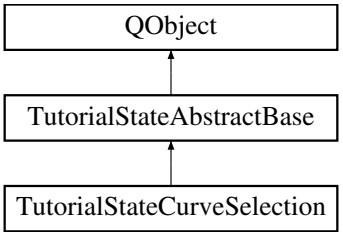
- Tutorial/TutorialStateContext.h
- Tutorial/TutorialStateContext.cpp

5.260 TutorialStateCurveSelection Class Reference

Curve selection panel discusses how to select a curve, and perform setup on the selected curve.

`#include <TutorialStateCurveSelection.h>`

Inheritance diagram for TutorialStateCurveSelection:



Public Slots

- void slotColorFilter ()

  Slot called when settings button is triggered.
- void slotNext ()

  Slot called when next button is triggered.
- void slotPrevious ()

  Slot called to return to previous panel.

Public Member Functions

- TutorialStateCurveSelection (TutorialStateContext &context)

  Single constructor.
- virtual void begin ()

  Transition into this state.
- virtual void end ()

  Transition out of this state.

Additional Inherited Members

5.260.1 Detailed Description

Curve selection panel discusses how to select a curve, and perform setup on the selected curve.

Definition at line 18 of file TutorialStateCurveSelection.h.

The documentation for this class was generated from the following files:

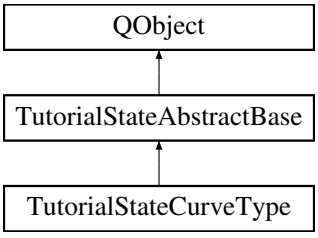
- Tutorial/TutorialStateCurveSelection.h
- Tutorial/TutorialStateCurveSelection.cpp

5.261 TutorialStateCurveType Class Reference

Curve type state/panel lets user select the curve type (lines or points)

```
#include <TutorialStateCurveType.h>
```

Inheritance diagram for TutorialStateCurveType:



Public Slots

- void slotNextCurves ()

  Slot called when next button for curves is triggered.
- void slotNextLines ()

  Slot called when next button for lines is triggered.
- void slotPrevious ()

  Slot called to return to previous panel.

Public Member Functions

- TutorialStateCurveType (TutorialStateContext &context)

  Single constructor.
- virtual void begin ()

  Transition into this state.
- virtual void end ()

  Transition out of this state.

Additional Inherited Members

5.261.1 Detailed Description

Curve type state/panel lets user select the curve type (lines or points)

Definition at line 18 of file TutorialStateCurveType.h.

The documentation for this class was generated from the following files:

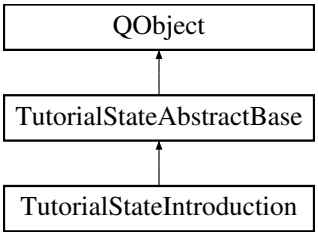
- Tutorial/TutorialStateCurveType.h
- Tutorial/TutorialStateCurveType.cpp

5.262 TutorialStateIntroduction Class Reference

Introduction state/panel is the first panel the user sees.

```
#include <TutorialStateIntroduction.h>
```

Inheritance diagram for TutorialStateIntroduction:



Public Slots

- void slotNext ()

  Slot called when next button is triggered.

Public Member Functions

- TutorialStateIntroduction (TutorialStateContext &context)

  Single constructor.
- virtual void begin ()

  Transition into this state.
- virtual void end ()

  Transition out of this state.

Additional Inherited Members

5.262.1 Detailed Description

Introduction state/panel is the first panel the user sees.

Definition at line 18 of file TutorialStateIntroduction.h.

The documentation for this class was generated from the following files:

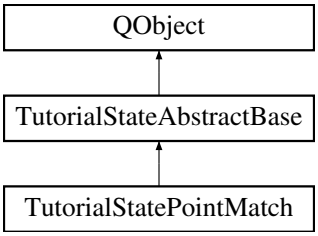
- Tutorial/TutorialStateIntroduction.h
- Tutorial/TutorialStateIntroduction.cpp

5.263 TutorialStatePointMatch Class Reference

Point match panel discusses the matching of points in curves without lines.

`#include <TutorialStatePointMatch.h>`

Inheritance diagram for TutorialStatePointMatch:



Public Slots

- void slotNext ()

  Slot called when next button is triggered.
- void slotPrevious ()

  Slot called to return to previous panel.

Public Member Functions

- TutorialStatePointMatch (TutorialStateContext &context)

  Single constructor.
- virtual void begin ()

  Transition into this state.
- virtual void end ()

  Transition out of this state.

Additional Inherited Members

5.263.1 Detailed Description

Point match panel discusses the matching of points in curves without lines.

Definition at line 18 of file TutorialStatePointMatch.h.

The documentation for this class was generated from the following files:

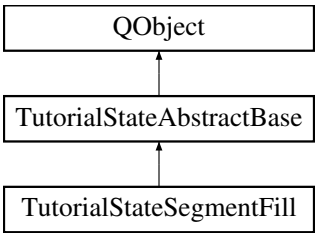
- Tutorial/TutorialStatePointMatch.h
- Tutorial/TutorialStatePointMatch.cpp

5.264 TutorialStateSegmentFill Class Reference

Segment fill panel discusses the digitization of points along curve lines.

```
#include <TutorialStateSegmentFill.h>
```

Inheritance diagram for TutorialStateSegmentFill:



Public Slots

- void slotNext ()

  Slot called when next button is triggered.
- void slotPrevious ()

  Slot called to return to previous panel.

Public Member Functions

- TutorialStateSegmentFill (TutorialStateContext &context)

  Single constructor.
- virtual void begin ()

  Transition into this state.
- virtual void end ()

  Transition out of this state.

Additional Inherited Members

5.264.1 Detailed Description

Segment fill panel discusses the digitization of points along curve lines.

Definition at line 18 of file TutorialStateSegmentFill.h.

The documentation for this class was generated from the following files:

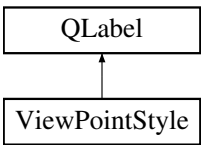
- Tutorial/TutorialStateSegmentFill.h
- Tutorial/TutorialStateSegmentFill.cpp

5.265 ViewPointStyle Class Reference

Class that displays a view of the current Curve's point style.

`#include <ViewPointStyle.h>`

Inheritance diagram for ViewPointStyle:



Public Member Functions

- ViewPointStyle (QWidget *parent=0)

  Single constructor.
- void setEnabled (bool enabled)

  Show the style with semi-transparency or full-transparency to indicate if associated Curve is active or not.
- void setPointStyle (const PointStyle &pointStyle)

  Apply the PointStyle of the currently selected curve.
- void unsetPointStyle ()

  Apply no PointStyle.

5.265.1 Detailed Description

Class that displays a view of the current Curve's point style.

Do NOT apply a visible border since that would hide a square drawn just inside the four sides.

Definition at line 16 of file ViewPointStyle.h.

The documentation for this class was generated from the following files:

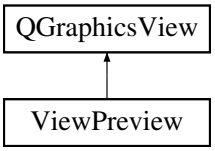
- View/ViewPointStyle.h
- View/ViewPointStyle.cpp

5.266 ViewPreview Class Reference

Class that modifies QGraphicsView to automatically expand/shrink the view to fit the window, after resize events.

`#include <ViewPreview.h>`

Inheritance diagram for ViewPreview:



Public Types

- enum ViewAspectRatio { **VIEW_ASPECT_RATIO_VARIABLE**, **VIEW_ASPECT_RATIO_ONE_TO_ONE** }
  Prevent aspect ratio distortion in certain previews by providing fixed 1:1 aspect ratio option.

Signals

- void signalMouseMove (QPointF pos)
  Forward the mouse move events.

Public Member Functions

- ViewPreview (QGraphicsScene ∗scene, ViewAspectRatio viewAspectRatio, QWidget ∗parent=0)
  Single constructor.
- virtual void mouseMoveEvent (QMouseEvent ∗event)
  Intercept cursor move events and forward them.
- virtual void resizeEvent (QResizeEvent ∗event)
  Intercept resize events so we can rescale to the graphics items just fit into the resized window.
- virtual void wheelEvent (QWheelEvent ∗event)
  Intercept wheel event and discard it so accidentally moving the wheel does not move drawn items out of view.

5.266.1 Detailed Description

Class that modifies QGraphicsView to automatically expand/shrink the view to fit the window, after resize events.

Definition at line 14 of file ViewPreview.h.

The documentation for this class was generated from the following files:

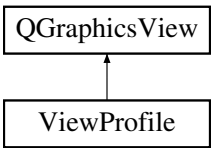
- View/ViewPreview.h
- View/ViewPreview.cpp

5.267 ViewProfile Class Reference

Class that modifies QGraphicsView to present a two-dimensional profile, with movable dividers for selecting a range.

`#include <ViewProfile.h>`

Inheritance diagram for ViewProfile:



Public Member Functions

- ViewProfile (QGraphicsScene ∗scene, int minimumWidth, QWidget ∗parent=0)

  Single constructor.
- virtual void resizeEvent (QResizeEvent ∗event)

  Intercept resize events so the geometry can be scaled to perfectly fit into the window.

5.267.1 Detailed Description

Class that modifies QGraphicsView to present a two-dimensional profile, with movable dividers for selecting a range.

Definition at line 15 of file ViewProfile.h.

The documentation for this class was generated from the following files:

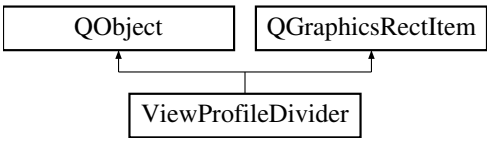
- View/ViewProfile.h
- View/ViewProfile.cpp

5.268 ViewProfileDivider Class Reference

Divider that can be dragged, in a dialog QGraphicsView.

`#include <ViewProfileDivider.h>`

Inheritance diagram for ViewProfileDivider:



Signals

- void signalMovedLow (double xSceneOther)

  Signal used when divider is dragged and m_isLowerBoundary is true.
- void signalMovedHigh (double xSceneOther)

  Signal used when divider is dragged and m_isLowerBoundary is false.

Public Member Functions

- ViewProfileDivider (QGraphicsScene &scene, QGraphicsView &view, int sceneWidth, int sceneHeight, int yCenter, bool isLowerBoundary)

  Single constructor.
- virtual QVariant itemChange (GraphicsItemChange change, const QVariant &value)

  Intercept changes so divider movement can be restricted to horizontal direction only.
- virtual void mousePressEvent (QGraphicsSceneMouseEvent ∗event)

  Save paddle position at start of click-and-drag.
- void setX (double x, double xLow, double xHigh)

  Set the position by specifying the new x coordinate.

5.268.1 Detailed Description

Divider that can be dragged, in a dialog QGraphicsView.

Click on the paddle to drag. There are three parts:

1. Paddle which is the superclass of this class, since we catch its events so dragging works
2. Divider which is a vertical line
3. Shaded area that extends from xAnchor to the divider

Definition at line 23 of file ViewProfileDivider.h.

The documentation for this class was generated from the following files:

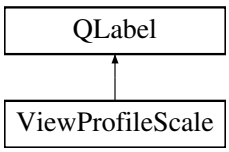
- View/ViewProfileDivider.h
- View/ViewProfileDivider.cpp

5.269 ViewProfileScale Class Reference

Linear horizontal scale, with the spectrum reflecting the active filter parameter.

`#include <ViewProfileScale.h>`

Inheritance diagram for ViewProfileScale:



Public Member Functions

- ViewProfileScale (int minimumWidth, QWidget *parent=0)
  Single constructor.
- virtual void paintEvent (QPaintEvent *)
  Draw the gradient.
- void setBackgroundColor (QRgb rgbBackground)
  Save the background color for foreground calculations.
- void setColorFilterMode (ColorFilterMode colorFilterMode)
  Change the gradient type.

5.269.1 Detailed Description

Linear horizontal scale, with the spectrum reflecting the active filter parameter.

Definition at line 16 of file ViewProfileScale.h.

The documentation for this class was generated from the following files:

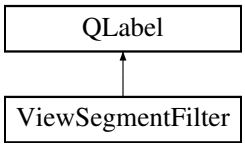
- View/ViewProfileScale.h
- View/ViewProfileScale.cpp

5.270 ViewSegmentFilter Class Reference

Class that displays the current Segment Filter in a MainWindow toolbar.

`#include <ViewSegmentFilter.h>`

Inheritance diagram for ViewSegmentFilter:



Public Member Functions

- ViewSegmentFilter (QWidget *parent=0)

  Single constructor.
- virtual void paintEvent (QPaintEvent *event)

  Paint with a horizontal linear gradient.
- void setColorFilterSettings (const ColorFilterSettings &colorFilterSettings, const QPixmap &pixmap)

  Apply the color filter of the currently selected curve. The pixmap is included so the background color can be computed.
- void setEnabled (bool enabled)

  Show the style with semi-transparency or full-transparency to indicate if associated Curve is active or not.
- void unsetColorFilterSettings ()

  Apply no color filter.

5.270.1 Detailed Description

Class that displays the current Segment Filter in a MainWindow toolbar.

A gradient is displayed. No border is drawn so the appearance is consistent with ViewPointStyle which would not work with a border.

Definition at line 18 of file ViewSegmentFilter.h.

The documentation for this class was generated from the following files:

- View/ViewSegmentFilter.h
- View/ViewSegmentFilter.cpp

Chapter 6

File Documentation

6.1 Callback/CallbackSearchReturn.h File Reference

Enumerations

- enum CallbackSearchReturn { CALLBACK_SEARCH_RETURN_CONTINUE, CALLBACK_SEARCH_RE↩ TURN_INTERRUPT, CALLBACK_SEARCH_RETURN_NO_RECURSE }

  Return values for search callback methods.

6.1.1 Detailed Description

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6.1.2 Enumeration Type Documentation

6.1.2.1 enum CallbackSearchReturn

Return values for search callback methods.

This lets each task-specific callback method control the generic search algorithm.

Interrupting a search is useful when searching for the first node that meets some criteria that the callback method applies.

Not recursing into a node's children is useful when trying to collect a list of subtrees, and the root node for each. This is useful for TransformRecognizerManualBaseExponentExponent.

Enumerator

CALLBACK_SEARCH_RETURN_CONTINUE Continue normal execution of the search.

CALLBACK_SEARCH_RETURN_INTERRUPT Immediately terminate the current search.

CALLBACK_SEARCH_RETURN_NO_RECURSE Do not recurse into the current node's children, but continue current search.

Definition at line 24 of file CallbackSearchReturn.h.

Index

addCoordSystems
    Document, 174
addPoint
    GraphicsLinesForCurve, 227
    GraphicsLinesForCurves, 228
addPointAxisWithGeneratedIdentifier
    CoordSystem, 107
    CoordSystemContext, 112
    CoordSystemInterface, 116
    Document, 174
addPointAxisWithSpecifiedIdentifier
    CoordSystem, 107
    CoordSystemContext, 112
    CoordSystemInterface, 116
    Document, 175
applyImportCropping
    ImportCroppingUtilPdf, 247

BackgroundStateAbstractBase, 33
BackgroundStateContext, 34
    setCurveSelected, 35
BackgroundStateCurve, 36
BackgroundStateNone, 37
BackgroundStateOriginal, 38
BackgroundStateUnloaded, 39
begin
    DigitizeStateAbstractBase, 129
    DigitizeStateAxis, 130
    DigitizeStateColorPicker, 132
    DigitizeStateCurve, 135
    DigitizeStateEmpty, 137
    DigitizeStatePointMatch, 138
    DigitizeStateSegment, 140
    DigitizeStateSelect, 142

CALLBACK_SEARCH_RETURN_CONTINUE
    CallbackSearchReturn.h, 311
CALLBACK_SEARCH_RETURN_INTERRUPT
    CallbackSearchReturn.h, 311
CALLBACK_SEARCH_RETURN_NO_RECURSE
    CallbackSearchReturn.h, 311
calculateTransformFromLinearCartesianPoints
    Transformation, 285
Callback/CallbackSearchReturn.h, 311
CallbackAddPointsInCurvesGraphs, 40
CallbackAxesCheckerFromAxesPoints, 40
CallbackAxisPointsAbstract, 41
    isError, 42
    matrixGraph, 42
    matrixScreen, 42
CallbackBoundingRects, 43
CallbackCheckAddPointAxis, 43
CallbackCheckEditPointAxis, 44
CallbackDocumentHash, 45
CallbackGatherXThetaValuesFunctions, 45
CallbackNextOrdinal, 46
CallbackPointOrdinal, 46
CallbackRemovePointsInCurvesGraphs, 47
CallbackSceneUpdateAfterCommand, 48
CallbackSearchReturn
    CallbackSearchReturn.h, 311
CallbackSearchReturn.h
    CALLBACK_SEARCH_RETURN_CONTINUE, 311
    CALLBACK_SEARCH_RETURN_INTERRUPT, 311
    CALLBACK_SEARCH_RETURN_NO_RECURSE, 311
    CallbackSearchReturn, 311
CallbackUpdateTransform, 48
    transformIsDefined, 49
Checker, 49
    prepareForDisplay, 50
    updateModelAxesChecker, 50
ChecklistGuide, 51
ChecklistGuideBrowser, 52
ChecklistGuidePage, 52
ChecklistGuidePageConclusion, 53
ChecklistGuidePageCurves, 54
ChecklistGuidePageIntro, 55
ChecklistGuideWizard, 56
ChecklistLineEdit, 56
CmdAbstract, 57
    resetSelection, 59
    saveOrCheckPostCommandDocumentStateHash, 59
    saveOrCheckPreCommandDocumentStateHash, 59
CmdAddPointAxis, 60
CmdAddPointGraph, 61
CmdAddPointsGraph, 62
CmdCopy, 63
CmdCut, 64
CmdDelete, 65
CmdEditPointAxis, 66
CmdEditPointGraph, 67
CmdFactory, 68
CmdMediator, 68
    isModified, 70

setDocumentAxesPointsRequired, 70
CmdMoveBy, 70
CmdPaste, 71
CmdPointChangeBase, 72
CmdRedoForTest, 74
CmdSelectCoordSystem, 75
CmdSettingsAxesChecker, 76
CmdSettingsColorFilter, 77
CmdSettingsCoords, 78
CmdSettingsCurveAddRemove, 79
CmdSettingsCurveProperties, 80
CmdSettingsDigitizeCurve, 81
CmdSettingsExportFormat, 82
CmdSettingsGeneral, 83
CmdSettingsGridDisplay, 84
CmdSettingsGridRemoval, 85
CmdSettingsPointMatch, 86
CmdSettingsSegments, 87
CmdStackShadow, 88
CmdUndoForTest, 89
ColorFilter, 90
marginColor, 90
pixelToZeroToOneOrMinusOne, 90
ColorFilterEntry, 91
ColorFilterHistogram, 91
generate, 92
ColorFilterSettings, 92
high, 94
low, 94
ColorFilterSettingsStrategyAbstractBase, 95
ColorFilterSettingsStrategyForeground, 95
ColorFilterSettingsStrategyHue, 96
ColorFilterSettingsStrategyIntensity, 97
ColorFilterSettingsStrategySaturation, 98
ColorFilterSettingsStrategyValue, 98
ColorFilterStrategyAbstractBase, 99
ColorFilterStrategyForeground, 100
ColorFilterStrategyHue, 101
ColorFilterStrategyIntensity, 101
ColorFilterStrategySaturation, 102
ColorFilterStrategyValue, 103
CoordSystem, 104
addPointAxisWithGeneratedIdentifier, 107
addPointAxisWithSpecifiedIdentifier, 107
isXOnly, 108
updatePointOrdinals, 108
CoordSystemContext, 108
addPointAxisWithGeneratedIdentifier, 112
addPointAxisWithSpecifiedIdentifier, 112
updatePointOrdinals, 113
CoordSystemInterface, 113
addPointAxisWithGeneratedIdentifier, 116
addPointAxisWithSpecifiedIdentifier, 116
updatePointOrdinals, 117
correlateWithShift
Correlation, 118
correlateWithoutShift
Correlation, 118
Correlation, 117
correlateWithShift, 118
correlateWithoutShift, 118
createGridLine
GridLineFactory, 241
CursorFactory, 118
Curve, 119
updatePointOrdinals, 120
CurveNameList, 121
CurveNameListEntry, 122
CurveSettingsInt, 123
CurveStyle, 125
CurveStyles, 126
CurvesGraphs, 124

DigitizeStateAbstractBase, 127
begin, 129
DigitizeStateAxis, 129
begin, 130
DigitizeStateColorPicker, 131
begin, 132
DigitizeStateContext, 132
DigitizeStateCurve, 134
begin, 135
DigitizeStateEmpty, 135
begin, 137
DigitizeStatePointMatch, 137
begin, 138
DigitizeStateSegment, 139
begin, 140
DigitizeStateSelect, 140
begin, 142
DlgAbout, 142
DlgEditPointAxis, 143
DlgEditPointAxis, 143
DlgEditPointGraph, 144
DlgEditPointGraph, 144
DlgEditPointGraphLineEdit, 145
DlgErrorReport, 145
DlgFilterCommand, 146
DlgFilterThread, 147
DlgFilterWorker, 147
DlgImportAdvanced, 148
DlgImportCroppingNonPdf, 149
DlgImportCroppingPdf, 150
DlgRequiresTransform, 151
DlgSettingsAbstractBase, 152
enableOk, 153
DlgSettingsAxesChecker, 154
DlgSettingsColorFilter, 155
DlgSettingsCoords, 156
DlgSettingsCurveAddRemove, 157
DlgSettingsCurveProperties, 158
DlgSettingsDigitizeCurve, 159
DlgSettingsExportFormat, 160
DlgSettingsGeneral, 161
DlgSettingsGridDisplay, 162
DlgSettingsGridRemoval, 163
DlgSettingsMainWindow, 164

DlgSettingsPointMatch, 165
DlgSettingsSegments, 166
DlgValidatorAbstract, 167
DlgValidatorDateTime, 168
DlgValidatorDegreesMinutesSeconds, 168
DlgValidatorFactory, 169
DlgValidatorNumber, 170
Document, 171
    addCoordSystems, 174
    addPointAxisWithGeneratedIdentifier, 174
    addPointAxisWithSpecifiedIdentifier, 175
    setDocumentAxesPointsRequired, 175
    updatePointOrdinals, 175
DocumentHashGenerator, 175
DocumentModelAbstractBase, 176
DocumentModelAxesChecker, 177
DocumentModelColorFilter, 178
    high, 180
    low, 180
DocumentModelCoords, 181
DocumentModelDigitizeCurve, 182
DocumentModelExportFormat, 184
DocumentModelGeneral, 185
DocumentModelGridDisplay, 186
    stable, 188
DocumentModelGridRemoval, 188
    stable, 190
DocumentModelPointMatch, 191
DocumentModelSegments, 192

enableOk
    DlgSettingsAbstractBase, 153
erasePixel
    GridHealer, 238
ExportAlignLinear, 193
ExportAlignLog, 194
ExportFileAbstractBase, 195
ExportFileFunctions, 196
    exportToFile, 196
ExportFileRelations, 197
    exportToFile, 197
ExportImageForRegression, 198
ExportOrdinalsSmooth, 198
ExportOrdinalsStraight, 199
ExportToClipboard, 199
    exportToClipboard, 200
exportToClipboard
    ExportToClipboard, 200
ExportToFile, 200
    exportToFile, 201
exportToFile
    ExportFileFunctions, 196
    ExportFileRelations, 197
    ExportToFile, 201
ExportXThetaValuesMergedFunctions, 201

FileCmdAbstract, 202
FileCmdClose, 203
FileCmdExport, 204
FileCmdFactory, 205
FileCmdImport, 205
FileCmdOpen, 206
FileCmdScript, 207
FilterImage, 207
findSplinePairForFunctionX
    Spline, 274
firstPoint
    Segment, 271
FormatCoordsUnits, 208
FormatCoordsUnitsStrategyAbstractBase, 208
    precisionDigitsForRawNumber, 209
FormatCoordsUnitsStrategyNonPolarTheta, 209
FormatCoordsUnitsStrategyPolarTheta, 210
FormatDateTime, 211
    parseInput, 211
FormatDegreesMinutesSecondsBase, 212
    parseInput, 212
FormatDegreesMinutesSecondsNonPolarTheta, 213
FormatDegreesMinutesSecondsPolarTheta, 213

generate
    ColorFilterHistogram, 92
GeometryModel, 214
GeometryStrategyAbstractBase, 215
    insertSubintervalsAndLoadDistances, 216
    polygonAreaForSimplyConnected, 216
GeometryStrategyContext, 216
GeometryStrategyFunctionSmooth, 217
GeometryStrategyFunctionStraight, 218
GeometryStrategyRelationSmooth, 219
GeometryStrategyRelationStraight, 219
GeometryWindow, 220
getKey
    PointIdentifiers, 266
GhostEllipse, 221
GhostPath, 222
GhostPolygon, 223
Ghosts, 223
GraphicsArcItem, 224
GraphicsItemsExtractor, 225
GraphicsLinesForCurve, 226
    addPoint, 227
    removeTemporaryPointIfExists, 227
GraphicsLinesForCurves, 227
    addPoint, 228
    removeTemporaryPointIfExists, 228
GraphicsPoint, 229
GraphicsPointAbstractBase, 230
GraphicsPointEllipse, 231
GraphicsPointFactory, 232
GraphicsPointPolygon, 232
GraphicsScene, 233
    removeTemporaryPointIfExists, 235
    updateAfterCommand, 235
    updateGraphicsLinesToMatchGraphicsPoints, 235
GraphicsView, 235
GridClassifier, 237
GridHealer, 238

erasePixel, 238
GridInitializer, 238
GridLine, 239
GridLineFactory, 240
createGridLine, 241
GridLineLimiter, 241
GridLines, 242
GridRemoval, 242

HelpBrowser, 243
HelpWindow, 244
high
ColorFilterSettings, 94
DocumentModelColorFilter, 180

ImportCroppingUtilBase, 244
ImportCroppingUtilNonPdf, 245
ImportCroppingUtilPdf, 246
applyImportCropping, 247
insertSubintervalsAndLoadDistances
GeometryStrategyAbstractBase, 216
interpolateCoeff
Spline, 274
interpolateControlPoints
Spline, 275
isError
CallbackAxisPointsAbstract, 42
isModified
CmdMediator, 70
isXOnly
CoordSystem, 108

Jpeg2000, 247

LineStyle, 247
LoadFileInfo, 249
LoadImageFromUrl, 249
loggerAssert
LoggerUpload, 250
LoggerUpload, 250
loggerAssert, 250
low
ColorFilterSettings, 94
DocumentModelColorFilter, 180

MainWindow, 251
MainWindow, 253
selectOriginal, 253
updateGraphicsLinesToMatchGraphicsPoints, 253
MainWindowModel, 254
marginColor
ColorFilter, 90
matrixGraph
CallbackAxisPointsAbstract, 42
matrixScreen
CallbackAxisPointsAbstract, 42
MigrateToVersion6, 255
MimePoints, 256

NetworkClient, 257
NonPdf, 258
NonPdfCropping, 258
NonPdfFrameHandle, 259

OrdinalGenerator, 260

parseInput
FormatDateTime, 211
FormatDegreesMinutesSecondsBase, 212
Pdf, 260
PdfCropping, 261
PdfFrameHandle, 262
pixelToZeroToOneOrMinusOne
ColorFilter, 90
Point, 263
Point, 264
PointComparator, 265
PointIdentifiers, 265
getKey, 266
PointMatchAlgorithm, 266
PointMatchPixel, 267
PointMatchTriplet, 268
PointStyle, 268
polygonAreaForSimplyConnected
GeometryStrategyAbstractBase, 216
precisionDigitsForRawNumber
FormatCoordsUnitsStrategyAbstractBase, 209
prepareForDisplay
Checker, 50

removeTemporaryPointIfExists
GraphicsLinesForCurve, 227
GraphicsLinesForCurves, 228
GraphicsScene, 235
removeUnneededLines
Segment, 271
requestDelayedStateTransition
TutorialStateContext, 299
requestImmediateStateTransition
TutorialStateContext, 299
resetSelection
CmdAbstract, 59

saveOrCheckPostCommandDocumentStateHash
CmdAbstract, 59
saveOrCheckPreCommandDocumentStateHash
CmdAbstract, 59
Segment, 270
firstPoint, 271
removeUnneededLines, 271
SegmentFactory, 271
SegmentLine, 272
selectOriginal
MainWindow, 253
setCurveSelected
BackgroundStateContext, 35
setDocumentAxesPointsRequired
CmdMediator, 70
Document, 175

SettingsForGraph, 273
Spline, 273
    findSplinePairForFunctionX, 274
    interpolateCoeff, 274
    interpolateControlPoints, 275
    Spline, 274
SplineCoeff, 275
SplinePair, 276
stable
    DocumentModelGridDisplay, 188
    DocumentModelGridRemoval, 190
StatusBar, 277

TestCorrelation, 278
TestFormats, 278
TestGraphCoords, 279
TestProjectedPoint, 280
TestSegmentFill, 280
TestSpline, 281
TestTransformation, 282
TestValidators, 282
transformIsDefined
    CallbackUpdateTransform, 49
Transformation, 283
    calculateTransformFromLinearCartesianPoints, 285
TransformationStateAbstractBase, 285
TransformationStateContext, 286
TransformationStateDefined, 287
TransformationStateUndefined, 287
TranslatorContainer, 288
TutorialButton, 289
TutorialButtonRect, 290
TutorialButtonText, 290
TutorialDlg, 291
TutorialStateAbstractBase, 292
TutorialStateAxisPoints, 293
TutorialStateChecklistWizardAbstract, 294
TutorialStateChecklistWizardLines, 295
TutorialStateChecklistWizardPoints, 296
TutorialStateColorFilter, 297
TutorialStateContext, 298
    requestDelayedStateTransition, 299
    requestImmediateStateTransition, 299
TutorialStateCurveSelection, 299
TutorialStateCurveType, 300
TutorialStateIntroduction, 301
TutorialStatePointMatch, 302
TutorialStateSegmentFill, 303

updateAfterCommand
    GraphicsScene, 235
updateGraphicsLinesToMatchGraphicsPoints
    GraphicsScene, 235
    MainWindow, 253
updateModelAxesChecker
    Checker, 50
updatePointOrdinals
    CoordSystem, 108
    CoordSystemContext, 113
    CoordSystemInterface, 117
    Curve, 120
    Document, 175

ViewPointStyle, 304
ViewPreview, 305
ViewProfile, 306
ViewProfileDivider, 307
ViewProfileScale, 308
ViewSegmentFilter, 308