# GetParameters

Infinite, P2P, Md2Right, Md2Left,

## Horizontal

### HorizontalInfinite

SP2

SP1

Thumb2

Thumb1

### HorizontallyFromPointToRight

If point is on screen:

SP2

SP1

Thumb2

Thumb1

If point is off screen (to left)

SP1

SP2

Thumb2

Thumb1

### HorizontallyFromPointToLeft

SP1

SP2

Thumb2

Thumb1

Or if right is off the screen

SP2

SP1

Thumb2

Thumb1

### HorizontallyFromPointToPoint

Both sides may be off the screen

SP1

SP2

Thumb2

Thumb1

## Linear

### Linear

Ends either leaves the screen on the Left or Right

#### Left position check:

Transform 0 to Date, then the get Price at date0. Calculate price0. Inverse transform price0 to screenY0. It it is between 0 and screen height then it cuts through the left. If so set SP1 to (0, Price0 in screen coordinates).

If it exits later then check if it cuts the x axis between 0 and screen width, in which case it is at the bottom, else at the top.

#### Right Position Check

Transform screen width to Date, then get the Price at dateWidth. Calculate priceWidth. Inverse transform priceWidth to screenYWidth. If it is between 0 and screen height the it cuts through the right. If so set SP2 to (Width, PriceWidth in screen cooridnates).

If it exits earliere then check if it cuts the x axis between 0 an dscreen width, in which case it is at the boootm, else at the top.

SP2

Thumb2

SP1

Thumb1

or on the Top or bottom (in any combination)

SP2

Thumb2

Thumb1

SP1

### LinearFromPointToRight

The left point may be on the screen or not:

#### Left point is on screen

SP2

Thumb1

Thumb2

SP1

#### Left point is off the screen, exiting on left

SP2

Thumb2

Thumb1

SP1

#### Left point is off the screen, exiting either on bottom or top

SP2

Thumb2

Thumb1

SP1

#### Calculating screen position for a set minimumX

Get the x screen position for MinimumX. If it is less than zero then the point is off screen:

If it is off the screen then get the x and y where it goes off

#### Calculating screen position for a set maximumX

Get the x screen position for MaximumX. If it is more than screen width then the point is off screen:

If it is off the screen then get the x and y where it goes off

#### Leaves screen at right

SP2

Thumb1

Thumb2

SP1

#### or top or bottom

SP2

Thumb2

SP1

Thumb1

### Md2Left

SP2

Thumb2

SP1

Thumb1

### P2P

SP2

Thumb2

Thumb1

SP1

## Vertical

### VerticalInfinite

SP1

Thumb1

Thumb2

SP2

### VerticalP2P

Thumb1

SP1

Thumb2

SP2

### VerticalMd2Up

SP1

Thumb1

Thumb2

SP2

### VerticalMd2Down

SP1

Thumb1

Thumb2

SP2