Development of Statistical Graphics under Qt

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September 22, 2010

1 Naming conventions

As Hadley suggested:

- Each layer should be named according to its function: `brush_layer, identify_layer, points_layer` etc

- The drawing function should be named `XXX_draw`: `brush_draw, identify_draw, points_draw`

- Event callbacks should be named similarly: `brush_mouse_move, identify_key_press`

e.g.

```
> ## draw the brush and redraw the brushed elements
> brush_draw = function(item, painter) {
+     qdrawRect(painter, ...)
+     qdrawSegment(painter, ...)
+ }
> ## locating elements within the rectangle
> brush_mouse_move = function(layer, event) {
+     pos = event$pos()
+     idx = layer$locate(qrect(...))
+ }
> ## create a layer based on the drawing function and event callback
> brush_layer = qlayer(root_layer, brush_draw, mouseMove = brush_mouse_move)
```

2 Examples, Hints & Tricks