

# CHANGE LOG.

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- ➔ All notable changes to this project will be documented in this file.
- ➔ The format is based on [Keep a Changelog](#), and this project adheres to [Semantic Versioning](#).

## [3.0.0] - 2020-05-05

### Added:

- PolarChart
- PolarAxisAmplitude
- PolarAxisRadial
- PolarPoint
- PolarPointSeries
- PolarLineSeries
- PolarPointLineSeries
- PolarAreaSeries
- PolarPolygonSeries
- PolarSector
- Logarithmic axis support for XY charts
- BoxSeries3D now supports PalettedFill by x, y or z
- LineSeries.setDataCleaningThreshold, getDataCleaningThreshold
- LineSeries.setCursorSolveBasis, getCursorSolveBasis
- PointLineSeries.setCursorSolveBasis, getCursorSolveBasis
- SplineSeries.setCursorSolveBasis, getCursorSolveBasis
- StepSeries.setCursorSolveBasis, getCursorSolveBasis
- UILUTCheckBox
- API for Axis mouse and touch events
- UITick
- UITickBuilder
- UIElementBuilders.AxisTick
- Configuration options for changing mouse interactions to different mouse buttons
- UILegendBoxPanel.setLegendBoxes
- NumericTickStrategy.setExtremeFormattingFunction
- NumericTickStrategy.setMajorFormattingFunction
- NumericTickStrategy.setMinorFormattingFunction
- API for subscribing to mouse and touch events on chart background
- Dependency to earcut (<https://github.com/mapbox/earcut>).  
Used for Polygon triangulation.



 **[3.0.0] - 2020-05-05****Changed:**

- Attaching a series with color lookup table (LUT) now automatically visualizes the color steps with a LUTUICheckBox component.
- LegendBox title is no longer automatically set to match chart title. Title can be set with new method LegendBox.setTitle.
- Tweaked LegendBox default style to look a bit nicer.
- LegendBox.add API has changed. Refer to migration guide for details.
- LegendBoxEntry is now styled accordingly with series PalettedFill.
- Nib mouse wheel behavior is now more intuitive
- Default style of XY Markers was changed to same as AutoCursor
- Renamed CustomTick.setTopPadding -> setTickLabelPadding
- Renamed PointableTextBox -> UIPointableTextBox
- Major improvements to text rendering performance
- Changed default CheckBox button picture to UIButtonPictures.Circle
- Renamed ResultTable.setFont to setTextFont
- Renamed UITextBox.setFont to setTextFont
- Renamed UICheckBox.setFont to setTextFont
- Renamed LegendBoxEntry.setFont to setTextFont
- Theme.chartBackgroundFillStyle renamed to seriesBackgroundFillStyle
- Theme.chartBackgroundStrokeStyle renamed to seriesBackgroundStrokeStyle
- on/offChartBackground... event methods were renamed to on/offSeriesBackground...
- setChartBackgroundFillStyle methods renamed to setSeriesBackgroundFillStyle
- getChartBackgroundFillStyle methods renamed to getSeriesBackgroundFillStyle
- setChartBackgroundStrokeStyle methods renamed to setSeriesBackgroundStrokeStyle
- getChartBackgroundStrokeStyle methods renamed to getSeriesBackgroundStrokeStyle
- Changed default CheckBox button picture to UIButtonPictures.Circle
- UILegendBoxPanel.add no longer accepts series, or other attachables. Only chart or dashboard can be supplied.
- Default LegendBox alignment changed from horizontal to vertical.
- Improved default LegendBox positioning.
- Changed default cursor solve basis of all line series' to 'nearest-x'. This can be changed with new method: setCursorSolveBasis
- Improved Line Series rendering algorithms for progressive and real-time rendering, to perform much faster and look better.
- Heavily optimized progressive Line Series with user zooming in/out and automatic scrolling
- Significantly improved Line Series memory usage in scrolling applications with data cleaning enabled
- AreaSeries and AreaRangeSeries cursor now behaves as expected, by picking closest data point along X dimension. Cursor now also performs better.
- All dataPattern options have been changed. Instead of selecting an option from DataPatterns export, use object format instead, for example { pattern: 'ProgressiveX' }. See documentation/migration guide for details.
- onPanelBackground... -methods were renamed to onBackground...
- Renamed setResultTableFormatter, and getResultTableFormatter methods to setCursorResultTableFormatter, and getCursorResultTableFormatter respectively.
- Improved API documentation



 [3.0.0] - 2020-05-05

## Removed:

- `DefaultLibraryStyle` - Use `Themes.dark` or any other `Theme` instead.
- `UILegendBoxPanel` title API (`setTitle`, `getTitle`, `setTitleFillStyle`, `getTitleFillStyle`, `setTitleFont`, `getTitleFont`).
- `UILegendBoxPanel.setEntries`, use `UILegendBoxPanel.setLegendBoxes` for same functionality.
- Boolean parameter to `ChartXY.addAxisX` and `addAxisY`. Replaced with object syntax
- `NumericAxisTickStrategy.setFormattingFunction`. Replaced with individual setters for each tick level.
- `CustomTick.setPaddingBottom` (can be accessed via `TickMarker` background)
- `CustomTick.setSidePaddings` (can be accessed via `TickMarker` background)
- `CursorBuilderXY.setTickMarkerXBackground`
- `CursorBuilderXY.setTickMarkerYBackground`
- `PointSeriesOptions3D.pointShape`, use `PointSeries3D.setPointStyle` instead.
- `PointLineSeriesOptions3D.pointShape`, use `PointLineSeries3D.setPointStyle` instead.
- `Theme.numericTickStrategy3D` use `Theme.numericTickStrategy` instead.
- `Theme.dateTimeTickStrategy3D` use `Theme.dateTimeTickStrategy` instead.
- `DataPatterns`. Use object format instead, for example `{ pattern: 'ProgressiveX' }`. See [documentation/migration guide](#) for details.

## Fixed:

- Fixed ticks overlapping other ticks in some cases
- Fixed LUT unexpected color step behavior when interpolation is disabled
- Fixed `Axis.fit()` when `Series` points are in a straight line
- Fixed progressive `Axis` scrolling sometimes getting ahead of series
- Fixed scenario where chart rendered with 1px x 1px canvas
- Fixed `Constant` line and `Band` touch events not working inside dashboard.
- Fixed mouse leave event not fired correctly in all cases
- Fixed missing configuration for 3D chart creation inside dashboard, `theme` and `disableAnimations` can now be properly set
- Fixed improper dispose behavior of `ChartXY`
- `IntensitySeries` now supports highlighting when styled with `SolidFill`
- `IntensitySeries` style is now properly matched in `LegendBox`
- `SurfaceSeries3D` style is now properly matched in `LegendBox`
- `SurfaceSeries3D` is now properly highlighted when hovering over respective `LegendBoxEntry`
- Fixed some cases where series boundaries were one frame behind actual boundaries
- Resolved some Z-fighting issues with `SurfaceSeries3D` wireframe and surface.
- Fixed `SurfaceSeries3D` and `HeatmapMeshSeries` not accounting boundaries of first and last column & row.
- Fixed axis nib mouse wheel scroll event wasn't properly stopped when interaction happened.
- Fixed `IntensitySeries` not updating when using `addColumn` to add only values
- Fixed type issues when using strict type checking mode with TypeScript
- Fixed linear gradient interpolation being incorrect when `devicePixelRatio` wasn't exactly 1.



## [2.2.1] - 2020-01-28

### Fixed:

- License verification error when using a valid license

## [2.2.0] - 2020-01-27

### Added:

- Chart3D series background
  - Chart3D.setSeriesBackgroundFillStyle
  - Chart3D.setSeriesBackgroundStrokeStyle
- 3D BoundingBox style API
  - Chart3D.setBoundingBoxStrokeStyle
  - Chart3D.getBoundingBoxStrokeStyle
- 3D camera behavior control
  - Chart3D.setCameraAutomaticFittingEnabled
  - Chart3D.getCameraAutomaticFittingEnabled
- New color palettes for palettes that match with the themes added in 2.1.0
  - auroraBorealis
  - blueSciFi
  - light
  - monochrome
  - night
  - sunset2
- Add get/setResultTableFormatter for IntensitySeries
- Intensity series wireframe. This was included in 2.1.0 release but was missing from the changelog. Changelog for 2.1.0 has also been updated to include this change.

### Changed:

- Major improvements to 3D Point Series and 3D Line Series performance
- Improved 3D Box Series performance
- Improved Axis3D tick and grid line rendering performance
- General performance improvements
- Tweaked Axis3D joint style with thick line style
- Inconsistent RangeSeries max point count value to be consistent (0) with other series types.
- Improved default Chart3D camera behavior to fit data into visible viewport better
- Improved default themes paletted color behavior
- Improved 3D Line Series visual style
- Added 'shape' option to PointStyle3D.Triangulated for changing 3D points shape during runtime.
- Tweaked themes



**Fixed:**

- 3D theme inconsistencies
- `Axis.setScrollStrategy` TS type not accepting undefined
- `IntensitySeries` zooming and panning did unnecessary calculation

**Deprecated:**

- `Theme.numericTickStrategy3D` use `Theme.numericTickStrategy` instead.
- `Theme.dateTimeTickStrategy3D` use `Theme.dateTimeTickStrategy` instead.
- `ChartXY.setChartBackgroundFillStyle` renamed to `setSeriesBackgroundFillStyle`
- `ChartXY.setChartBackgroundStrokeStyle` renamed to `setSeriesBackgroundStrokeStyle`
- `PointSeries3D` 'pointShape' initialization configuration. Use `PointSeries3D.setPointStyle` instead.
- `PointLineSeries3D` 'pointShape' initialization configuration. Use `PointLineSeries3D.setPointStyle` instead.

 **[2.1.0] - 2020-11-30****Added:**

- 3D Surface Series
- 3D Box Series
- Added 3D Tick gridlines.
- Heatmap cursor support
- Custom Theme API to create your own Themes.
  - o `customSimpleTheme()`
  - o `customComplexTheme()`
  - o `customTheme()`
- New themes
  - o `AuroraBorealis`
  - o `BlueSciFi`
  - o `Classy`
  - o `DarkGradient`
  - o `Lavender`
  - o `LavenderGradient`
  - o `LightGradient`
  - o `Lipstick`
  - o `Monochrome`
  - o `Night`
  - o `Raspberry`
  - o `Sunset`
- `Series.onHighlight` / `Series.offHighlight`
- `Axis.getInterval()` method for retrieving the currently applied axis scale interval.
- Added `vec3utils`. A collection of 3-dimensional vector math functions.
- Intensity series wireframe



**Changed:**

- Highlighting a Series on a Chart also highlights corresponding Series in attached Zoom Band Chart

**Fixed:**

- Fix not being able to style 3D Tick lines.
- Fixed error when running the charts in Node JS. (With the lcjs-headless package)
- Pie, Funnel and Spider charts animation speed inconsistency with ChartXY animation speed.
- Rendering error on first frame.

**Deprecated:**

- `DefaultLibraryStyle` - Use `Themes.dark` or any other Theme instead.

 **[2.0.3] - 2020-10-15****Fixed:**

- Rendering error after chart with PointSeries had been disposed once and recreated with a new PointSeries.

 **[2.0.2] - 2020-09-17****Fixed:**

- Fixed issue with PointSeries in Mac systems.
- Fixed AutoCursor being out of sync with actual position.
- Fixed issues with AngularJS related to typings.

 **[2.0.1] - 2020-09-07****Fixed:**

- Fixed new example links in readme file

 **[2.0.0] - 2020-09-04****Added:**

- Add public API to get Highlighters for Axis
- Added `onPositionChange` event to `ChartMarker` and `SeriesMarker`
- Added more mouse and touch events to chart background
- `layout()` method to `PublicEngine` interface.
- Add `LinearGradientFill` and `RadialGradientFill` fill styles.
- Added Axis `setTickStrategy` method.
- Added `AxisTickStrategies.Empty` (replaces `Axis.setTickStyle( emptyTick )`)
- Added `VisibleTicks.setLabelAlignment()`
- `Chart3D`
- `Axis3D`
- `Point3D`
- `PointSeries3D`
- `PointCloudSeries3D`
- `PointStyle3D`
- `LineSeries3D`
- `PointLineSeries3D`



**Changed:**

- Refactored thick line rendering.
  - Improves the visual style of the line when a semi-transparent fill style is used.
  - Improves GL memory usage. Same line now takes 40 to 70% less GL memory depending on the line.
- PointSeries now uses faster rendering methods on supported devices.
  - Major performance improvement
  - Uses less GL memory
- columnSpan and rowSpan Dashboard options are now optional and default to 1.
- Chart options when creating a chart inside dashboard are simplified.
  - Options are no longer behind a separate object but are instead given in same object as the dashboard options.
- Reduced zooming animation duration
- Made transparent backgrounds possible.
- LightningChart JS now requires the following WebGL extensions to work properly
  - ANGLE\_instanced\_arrays
  - EXT\_blend\_minmax
  - OES\_element\_index\_uint
  - OES\_standard\_derivatives
  - OES\_vertex\_array\_object
  - WEBGL\_lose\_context
  - If any of these extensions is missing, then a dismissible warning will be shown to notify users of possibly incorrectly working features.
- Changed seriesBackground mouse and touch event naming to chartBackground mouse and touch events.
  - e.g. onSeriesBackgroundMouseDown was changed to onChartBackgroundMouseDown
- requestAnimationFrame and cancelAnimationFrame are no longer polyfilled automatically.
  - The methods should be polyfilled if support for environments where the methods don't exist is needed.
- Numeric Axis ticks have been reworked
- DateTime Axis ticks have been reworked
- Mouse and touch events are properly handled to allow normal browser interactions when chart does no action for the event
- Changed ColorHEX factory color syntax to follow CSS color syntax, #RRGGBB[AA]
- Changed default highlight behavior of Series.
  - Series is no longer highlighted by default when hovering over it.
  - Use `series.setHighlightOnHover()` or `chart.setSeriesHighlightOnHover()` to highlight on hover.
- Improved styles for default themes.

**Removed:**

- AxisTickStrategies.NumericWithUnits
- Passing AxisTickStrategy of default Axes upon creating a ChartXY
- Passing AxisTickStrategy as parameter of ChartXY.addAxisX() or ChartXY.addAxisY()
- Removed APIs that were previously marked deprecated.
  - `Chart.setDataLabelFormater`
  - `Chart.getDataLabelFormater`
  - `Chart.setChartBackgroundStroke`
  - `Chart.getChartBackgroundStroke`
  - `Series.setMaxPointsCount`
  - `containerId` option

**Fixed:**

- Fix legend box item checkbox looking bad when stroke style is other than 1.
- Fix touch events triggering outside chart area



 **[1.3.1] - 2020-05-29****Fixed:**

- Inconsistent cursor style changing when moving from hovering element to hovering one element to hovering over another element.
- Fixed a crash when adding data to OHLCSeries
- Hovering over the Arction logo for long enough caused the chart to freeze itself instead of allowing clicking a link to go to the Arction website.
- Incorrect resolution and interactions when opening a chart in fullscreen mode

 **[1.3.0] - 2020-04-28****Added:**

- Heatmap
- `ChartXY.addHeatmapSeries()`
- `IntensityGridSeries` can be used for visualization of magnitude in two dimensions.
- `IntensityMeshSeries` can be used for visualization of magnitude in two dimensions, where the geometry of the series can be edited.
- `Dashboard.createZoomBandChart()`
- Added Axis Bands and ConstantLines.
- Application/Intranet Deployment key support
- A way to disable all animations at once.
  - Call `disableAnimations()` on any chart or specify `disableAnimations: true` as a chart creation option.
- Added `series.addArrayX()`, `.addArrayY()`, `.addArrayXY()` to basic Series types in XY Charts for user convenience.
  - These methods cause some overhead when used, so using the `series.add()` is still recommended for best performance.
- Added `.addArrayY()` to `OHLCSeriesWithAutomaticPacking` for user convenience.
  - This method causes some overhead when used, using `.add()` method is still recommended for best performance.
- `getSeries()` method to XY Charts and Spider chart.
- Support for rendering in Node JS environment with the help of "@arction/lcjs-headless" package.
- `renderFrame()` method to engine.
- Added `getDataLabelFillStyle` and `setDataLabelFillStyle` to `SolidGauge`.

**Changed:**

- `FitEngineToDiv.container` to pass DOM Element to Engine. Users can pass either DOM Element itself, or its ID.
- Mouse and touch interaction handling to add support for pen and PC touch screen interactions.
  - All interactions still work the same way, interactions just has better support for more interaction methods.

**Fixed:**

- Rendering error on some GPU's where GPU received some vertices as NaN instead of a valid vertex.
- Inconsistent style for `SeriesMarker` tick X and Y labels
- Fixed a `TypeError` on pyramid chart
- `LightningChart JS` logo failing to render correctly when high-dpi mode is used and `devicePixelRatio` is less than 1
- `LightningChart JS` logo duplication in `LegendBoxPanel`
- Incorrect cursor styles when hovering over axis or other element with `resize` cursor style
- `PointSeries.add` method requiring added points to be of `ColorPoint` type when `Point` is a valid type for it.

**Deprecated:**

- Deprecated use of `FitEngineToDiv.containerId` in `EngineOptions`. Use `FitEngineToDiv.container` instead.
- Deprecated use of `setChartBackgroundStroke` in `SpiderChart`, `ChartXY`. Use `setChartBackgroundStrokeStyle` instead.
- Deprecated use of `getChartBackgroundStroke` in `SpiderChart`, `ChartXY`. Use `getChartBackgroundStrokeStyle` instead.





 **[1.2.2] - 2020-01-07****Changed:**

- Error message when trying to create a chart in container that doesn't exist

**Fixed:**

- Mouse interactions permanently disabled when interactions disabled while interaction is in-progress
- Multiple Slice Explosion restriction not always working

 **[1.2.1] - 2019-12-18****Fixed:**

- TypeScript typings duplicate identifier

 **[1.2.0] - 2019-12-10****Added:**

- Added Axis Bands and ConstantLines.
- ColorHEX supports format with '0x' prefix.
- Dashboard.setSplitterStyle()
- Dashboard.setSplitterStyleHighlight()
- Dashboard.setBackgroundFillStyle()
- Dashboard.setBackgroundStrokeStyle()
- High DPI rendering support with 'devicePixelRatio' engine option
- Themes, with 'dark' and 'light' preset themes available.
- LUT (ValueRangePalette)
- series.getPointAmount() in XY Charts
- ChartXY.setMouseInteractionsWhileScrolling()
- ChartXY.setMouseInteractionsWhileZooming()
- New option when creating lines: highlightThicknessMultiplier can be used to specify thickness of highlighted lines
- Progressive DataPatterns precision

**Changed:**

- Chart examples linked in the readme
- Mouse interactions are disabled by default when scrolling / zooming. This behavior can be changed with methods in XY Charts.

**Fixed:**

- GL errors with Pyramid Chart
- AutoCursor working incorrectly with touch displays



 **[1.1.1] - 2019-10-11****Changed:**

- Chart examples linked in the readme

**Fixed:**

- Typo in the readme
- Missing typings
- Performance issue found in the trading showcase

 **[1.1.0] - 2019-10-03****Added:**

- Dispose API for Charts, Dashboard
- Add `OHLCSeries.set/getFigureAutofitting()`

**Changed:**

- Removed dependency to `crc` package.
- Removed dependency to `collections` package.

**Deprecated:**

- `SolidGauge.setDataLabelFormater` in favor of `SolidGauge.setDataLabelFormatter`
- `SolidGauge.getDataLabelFormater` in favor of `SolidGauge.getDataLabelFormatter`
- `OHLCSeries.setMaxPointsCount` in favor of `OHLCSeries.setMaxPointCount`

**Fixed:**

- Fixed crash when adding points to step series.
- `PointableTextBox` incompatibility with axis custom tick.
- Empty `StrokeStyle` not working with `Axis Nibs`

 **[1.0.3] - 2019-08-26****Added:**

- More keywords for npm

**Changed:**

- Readme file contents present the package better

 **[1.0.1] - 2019-08-14****Added:**

- `CHANGELOG.md` included in the npm package
- More keywords for npm

**Fixed:**

- Pyramid Chart
  - Added missing API documentation for `get/setAnimationsEnabled`
- Funnel Chart
  - Added missing API documentation for `get/setAnimationsEnabled`



 **[1.0.0] - 2019-08-05****Added:**

- 2-Dimensional Charts
  - ChartXY (Cartesian Chart)
    - Line Series
    - Point Series
    - Point Line Series
    - Spline Series
    - Step Series
    - Rectangle Series
    - Ellipse Series
    - Box Series
    - OHLC Series
    - Area Series (BiPolar, Monopolar, AreaRange)
    - Axes
  - Spider Chart
  - Pie Chart
  - Gauge Chart
  - Funnel Chart
  - Pyramid Chart
- Markers (for Series / Chart)
- Cursor
- Mouse Interactions
- Touch Support
- Animations
- Dashboard
- LegendBox
- UI Elements (Buttons, CheckBoxes, Labels, TextBoxes)

