

---

Subject: Re: PieCtrl and GetImage  
Posted by [Diego22](#) on Thu, 21 Dec 2017 11:25:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:In my opinion your problem might be the result of lack appropriate inclusion before including LAYOUTFILE. It should be done something like that:

```
#include <Scatter/Pie.h> // This include doesn't exist - you need to find appropriate file or wait until Koldo fix PieTest.  
#include <Report/Report.h>  
#include <PdfDraw/PdfDraw.h>
```

```
#define LAYOUTFILE <PieTest/PieTest.lay>  
#include <CtrlCore/lay.h>
```

I've already included those includes. Maybe a correct Pie.h can help me.

Quote:Please Diego: Could you confirm that Examples\ScatterCtrl\_Demo compiles and runs perfectly?

ScatterCtrl compiles and runs correctly. But in Pie Tab, the functions about copy, print and png / jpg, are showing a error message.

Quote:

To include PieCtrl in your package you would need to include ScatterCtrl package and include  
#include <ScatterCtrl/ScatterCtrl.h>  
#include <ScatterCtrl/PieCtrl.h>

Following Diego answer I understand that layout editor shows the PieCtrl. This way I can imagine ScatterCtrl package is really well loaded.

Also, I had included those includes, layout editor shows the PieCtrl in context menu and the Pie picture at widget.

Quote:Diego please include this to see if you get the image. Just in case you may comment out everything but the AddCategory() (like in ScatterCtrl\_Demo):

```
imgCostes = grafCostes.GetImage();  
PNGEncoder encoder;  
encoder.SaveFile("Any folder\\myfile.png", imgCostes);
```

I added that code yesterday but I still can't get the image.

When I get home, I'll try to create a new and simply test of the Pie, so I'll see if the problem is not my code.