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Subject: Re: Scatter-new version  
Posted by [forlano](#) on Mon, 24 Sep 2007 14:14:31 GMT  
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andrei-catalin wrote on Mon, 24 September 2007 06:01 To simplify your task you must use the current version of Scatter.

Scatter v0.6 features:

4 new methods (tested in "Operations" tab):

```
void RemoveAllSeries();
```

```
void RemoveAllFSeries();
```

```
const Vector<String> & GetPLegend() const {return vLegend;}
```

```
const Vector<String> & GetFLegend() const {return vFLegend;}
```

Added PopUpInfo class to show the coordinates outside of plotting area

3 new tests: Dynamic, Log and Operations

Added conditional compilation directives for WinMetafile

Andrei

Thanks Andrei, this control is becoming better and better.  
I've compiled the example using mingw of latest dev version and got some error that I removed as reported:

1. in Scatter.cpp

```
popText.SetColor(::Color(200,220,255));
```

instead of:

```
popText.SetColor(class::Color(200,220,255));
```

2. in Pie.h

```
static void DrawPie(Draw& w, Point centre, int r, int start, int alpha, int width=0, class::Color fill=NULL, class::Color outline=Black, uint64 pattern=0, class::Color background=White);
```

(just added 'static' to remove the mismatch of declaration)

3. in testScatter2.h

```
scatter7.PlotFunction(f1,String("funct")+AsString(topIndex));
```

```
...  
scatter7.AddSeries(s,String("series")+AsString(topIndex),true);
```

instead of

```
scatter7.PlotFunction(f1,String("funct")<<topIndex);  
...  
scatter7.AddSeries(s,String("series")<<topIndex,true);
```

Luigi

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