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Subject: Re: Scatter : getDrawing !!!! help !!!!  
Posted by [koldo](#) on Mon, 04 Oct 2010 08:24:06 GMT  
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Hello Didier

Well done!. Now it has been easier to find the problem.

This the old circle implementation:

```
w.DrawLine(cp,cp,fround(scale*size/6),markColor);
```

and this is the new:

```
w.DrawLine(cp.x,cp.y,cp.x+1,cp.y,fround(scale*size/6),markColor);
```

As line length was 0, Draw painted it but Painter does not .

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