koldo wrote on Tue, 12 January 2016 18:27Hello Abhijit

For the ScatterCtrl the best for you would be to open ScatterCtrl_demo and reading for example tab1_Basic.cpp.

For example you can declare a Vector<Pointf> data in a safe place (as a class member, for example), fill it with the data from your file and do this:

```
void Tab1_Basic::Init()
{
 CtrlLayout(*this);
 SizePos();

 data << Pointf(10, 26) << Pointf(20, 37) << Pointf(30, 31) << Pointf(40, 33) << Pointf(50, 28);
 scatter.AddSeries(data).Legend("Series 1").Fill().MarkBorderColor();

 scatter.SetRange(60, 50).SetMajorUnits(10, 10);
 scatter.ShowInfo().ShowContextMenu().ShowPropertiesDlg().SetPopText("h", "v",
"v2").SetMouseHandling(true, true);
 scatter.SetLegendPos(Point(20, 20));
}
```

Dear Koldo,

Thanks a lot for the reply. I have already seen the scattercontrol example. However, my problem is that if filename="......" known then how can I load data and place in Pointf vector? I did not see cin type of function. At the same time, if I use LoadFromFile(filename) then string will be loaded.

Actually I am confused and can't formulate exact code.

Best regards,
Abhijit