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Subject: Re: TestScatter2 compile error [Using ScatterCtrl]

Posted by [koldo](#) on Thu, 21 Jul 2016 06:55:59 GMT

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Yes, that's it. ScatterDraw does not store any data series.

When you add a data series to a ScatterDraw or ScatterCtrl (that is derived from ScatterDraw), ScatterDraw stores a reference to it and does not copy it. This way, when for example Paint() is called, original data series has to be available. If it is deleted, you will get an assert.

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