
Subject: Re: PieCtrl and GetImage
Posted by [koldo](#) on Wed, 20 Dec 2017 10:50:21 GMT
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Dear Diego and Klugier

I will try to answer you.

Please Diego: Could you confirm that Examples\ScatterCtrl_Demo compiles and runs perfectly?

To include PieCtrl in your package you would need to include ScatterCtrl package and include

```
#include <ScatterCtrl/ScatterCtrl.h>
```

```
#include <ScatterCtrl/PieCtrl.h>
```

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);
```

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

About bazaar/PieTest, this package and Scatter are not maintained. It was the base of ScatterCtrl/PieCtrl. However ScatterCtrl and ScatterDraw include all necessary stuff and are not linked in any way with Scatter package.
