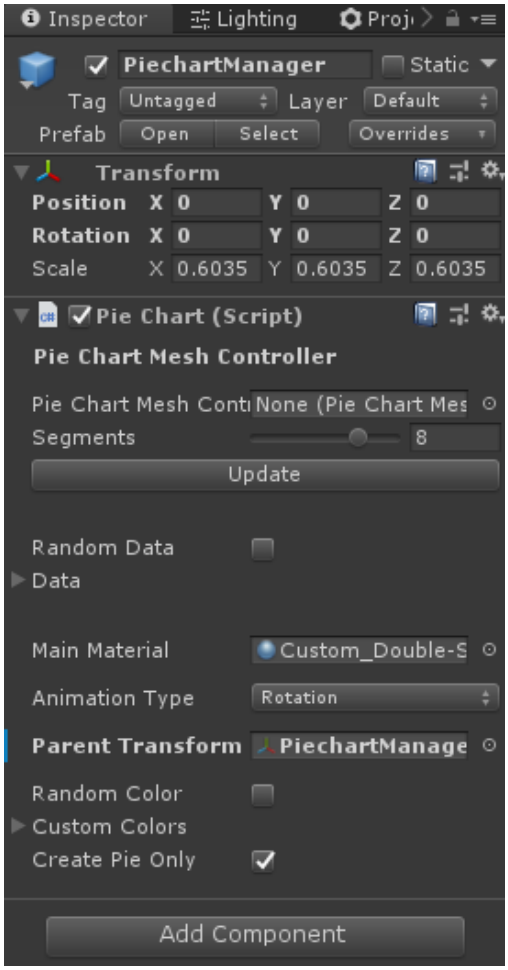
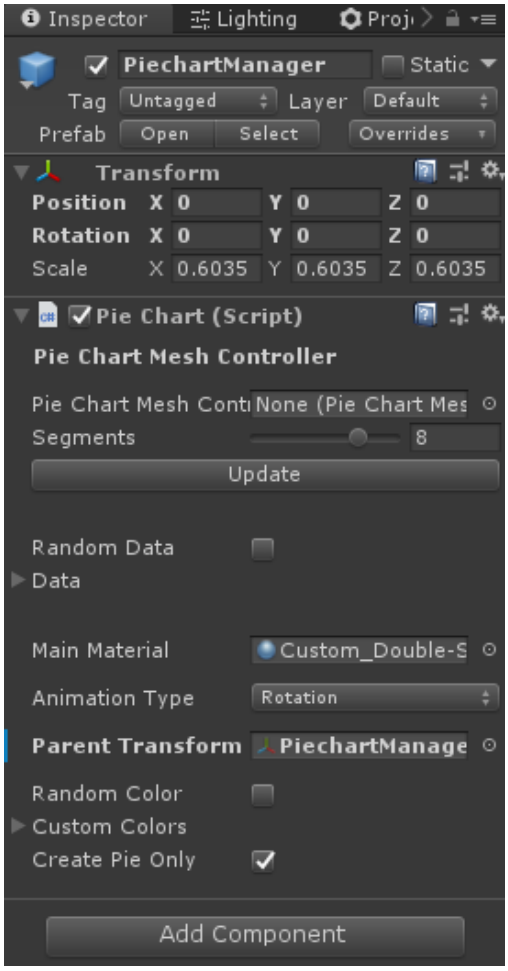
To create pie chart, use the following steps

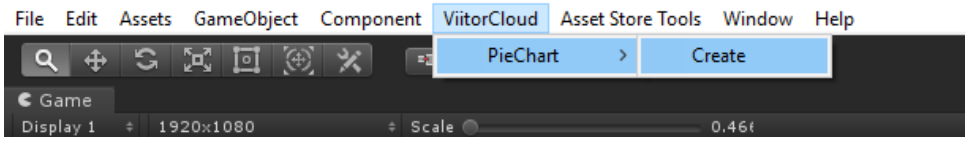
1. Drag the prefab called **“PiechartManager”** in the scene

    It is designed with full use of the asset.



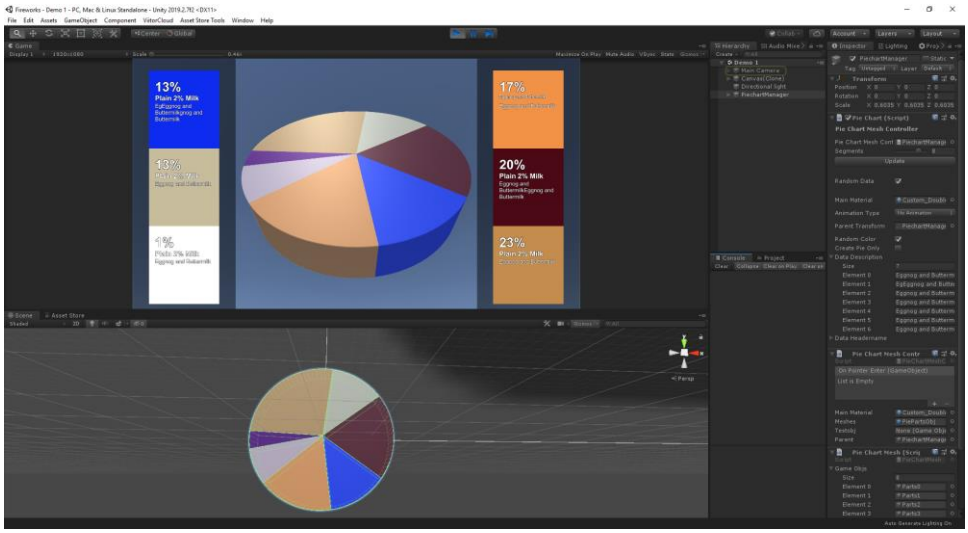




Alternative to this, select “Create” from “ViitorCloud/Piechart”




This will create the prefab in the scene.

When you hit play and everything done correctly, the output will be following




**Pie Chart** Public variables

- PieChartMeshController **pieChartMeshController**
  - Object of PieChartMeshController
- bool **randomData**
  - True: The data on the pie chart will be random
  - False: The data will not random but will unlock the list for data from where the data can be entered.
- bool **randomColor**
  - True: The color on pie will be random False: The color on pie will not be random and will unlock the list of Color from where the color can be set.
- int **segments**
  - Each of the parts into which the pie will be divided
- float [] **Data**

        - The data for the pie the size of this list must exact the value of Segment.
    - Material **mainMaterial**
        - Main Material that the mesh of the pie will use to render.
    - Color[] **customColors**
        - The colors that will be applied on the pie. The size of this list must exact the value of Segment.
    - bool **justCreateThePie**
        - Pie chart with not information and title
    - List<string> **dataHeadername**
        - The list of title of the pie.
    - List<string> **dataDescription**
        - The list of description of the pie.
    - PieChartMeshController.AnimationType **animationType**
        - Type of animation which will the pie have.
        - NoAnimation : There will not be any animation
        - UpDown: The Graph will scale according to the data size.
        - Rotation: The graph will create step by step
        - UpDownAndRotation : The graph will be scaled according to size and will build step by step.

Run the demo scene **"Demo 1"** located in **"Assets\VC\Piechart\Scene\Demo 1".**