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Subject: easying the API

Posted by [kohait00](#) on Tue, 11 May 2010 10:37:06 GMT

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hey all,

having had a look at the API again, i was wondering why all the Vector<> stuff hasnt been packed into a struct or something to have all info combined, and to let the data be publically accessible, so user can modify data directly, trigger a refresh and be happy, the interface easily would shrink to half of current, what do you think?

@koldo: how far is your Plot3D stuff

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