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Subject: Scatter based on Callbacks

Posted by [kohait00](#) on Wed, 15 Dec 2010 15:19:29 GMT

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hey all,

just came up with the idea of further parametrizing plot function, but this leads to usage of callbacks, instead of function pointers. what about that?

current case:

```
XY para4(double t) {return XY(0,-0.25+0.5*t);}
scatter3.PlotParaFunction(para4,"VLine",LtRed,6,2);
```

this lets you calculate x and y separated, but what if one wants to specify some parameters, constants etc..?

here Callbacks can be a great deal.

example for a THISBACK, but also thinkable with general static functions with arbitrary signature. as long as Callback1<float> for t is yielded, it's alright.

the additional parameters would be stored in CallbackAction anyway.

```
XY para4(double t, int a, float b) {return XY(a,-0.25*b+0.5*t);}
scatter3.PlotParaFunction(THISBACK2(&para4, 12, 34.2) ),"VLine",LtRed,6,2);
```

i think Callbacks are much more powerful here than simple function pointers, though the latter are faster, a negligible bit..

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