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Subject: Re: Scatter based on Callbacks

Posted by [kohait00](#) on Thu, 16 Dec 2010 05:58:27 GMT

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the good thing is, that you wont have to deal with the extra parameters at all since they are simply handled/stored by the CallbackAction (inside the Callback) itseld, Scatter wont even see it, it still thinks it has only a Callback1<float> and calls it like that. the Callback itself will complete the call supplying the additional parameters himself..

i'll try to make a quick demo in Scatter..

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