
Subject: Re: Scatter based on Callbacks

Posted by [kohait00](#) on Fri, 17 Dec 2010 12:28:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

i'd do this instead for the old api, not to have to hassle with it in the code, simply map old api to new api like that..

```
inline static void PlotFuncCB(double& y, double x, double (*f)(double)) { y = f(x); }
void PlotFunction(double (*f)(double),const String& legend="", const class::Color&
fcolor=Green,const int& weight=6)
```

```
{
    PlotFunction(callback1(&PlotFuncCB, f), legend, fcolor, weight);
}
```

```
inline static void PlotParamFuncCB(XY& xy, double t, XY (*pf)(double)) { xy = pf(t); }
void PlotParaFunction(XY (*pf)(double),const String& legend="", const class::Color&
fcolor=Green,const int& weight=6,const int& Np=100)
```

```
{
    PlotParaFunction(callback1(&PlotParamFuncCB, pf), legend, fcolor, weight, Np);
}
```

File Attachments

1) [Scatter.rar](#), downloaded 365 times
