

noticed that some reducing argument templates were still missing.
here comes the additional in Callback1.h, simply replace file..

this makes things like this possible

```
Callback cb0;  
Callback1<double> cb1;  
Callback2<double, double> cb2;  
Callback3<double, double, double> cb3;  
Callback4<double, double, double, double> cb4;
```

```
Gate gt0;  
Gate1<double> gt1;  
Gate2<double, double> gt2;  
Gate3<double, double, double> gt3;  
Gate4<double, double, double, double> gt4;
```

//args reduction

```
//1 arg to 0 args  
cb0 = callback1(cb1, 1);
```

```
//2 args to 1 arg  
cb1 = callback1(cb2, 2);  
cb0 = callback2(cb2, 1, 2);
```

```
//3 args to 2 args  
cb2 = callback1(cb3, 3); //new  
cb0 = callback3(cb3, 1, 2, 3); //new
```

```
//4 args to 3 args  
cb3 = callback1(cb4, 4); //new  
cb0 = callback4(cb4, 1, 2, 3, 4); //new
```

```
//1 arg to 0 args  
gt0 = callback1(gt1, 1); //new
```

```
//2 args to 1 arg  
gt1 = callback1(gt2, 2); //new  
gt0 = callback2(gt2, 1, 2); //new
```

```
//3 args to 2 args  
gt2 = callback1(gt3, 3); //new  
gt0 = callback3(gt3, 1, 2, 3); //new
```

```
//4 args to 3 args  
gt3 = callback1(gt4, 4); //new  
gt0 = callback4(gt4, 1, 2, 3, 4); //new
```

File Attachments

1) [Callback1.h](#), downloaded 416 times
