Subject: Re: Scatter based on Callbacks
Posted by kohait00 on Tue, 21 Dec 2010 16:56:35 GMT
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```
//old syntax
double ofunct1(double x){return (0.5*x*x-5);}
double ofunct2(double x){return (-0.5*x*x-5);}
double ofunct3(double x){return 3;}

//new additional syntax
void funct1(double& y, double x){y = (x*x);}
void funct2(double& y, double x){y = (-x*x);}
void funct3(double& y, double x){y = 0;}
void funct1p(double& y, double x, double a, double c){y = a*(x*x)+c;}
void funct3p(double& y, double x, double m){y = m*x;}

class Tab2 : public WithTab2<ParentCtrl> {
public:

 typedef Tab2 CLASSNAME;

 Tab2();
};

Tab2::Tab2()
{
 CtrlLayout(*this);
 HSizePos().VSizePos();
 scatter2.SetRange(12,60);
 scatter2.SetXYMin(-6,-30);
 scatter2.SetMajorUnits(2,10);

 scatter2.PlotFunction(&ofunct3,"X Axis",Cyan,18);
 scatter2.PlotFunction(&ofunct1,"x^2", Color(28,85,255),6);
 scatter2.PlotFunction(&ofunct2,"-X^2",Cyan);

 scatter2.PlotFunction(STDBACK(funct3),"X Axis",Green,18);
 scatter2.PlotFunction(STDBACK(funct1),"x^2", Color(28,85,255),6);
 scatter2.PlotFunction(STDBACK(funct2),"-X^2",LtRed);

 scatter2.PlotFunction(STDBACK1(funct3p, 3.0),"X Axis",Green,18);
```

```
 for(int i = 0; i < 5; i++)
  scatter2.PlotFunction(STDBACK2(funct1p, 2.0*double(i)/10.0, -10.0+double(i)),"a*x^2+c",
Color(28,85,255),6);
}
```