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Subject: DataSource

Posted by [koldo](#) on Sat, 18 Feb 2012 20:21:40 GMT

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Hello all

ScatterDraw includes a class called DataSource. It lets to use different data sources until three dimensions like simple C vectors, VectorMaps or ArrayCtrls with the same uniform interface.

It is used in ScatterDraw to use any data source. In addition it can be used for the same purpose to other different classes that need to read numeric data.

Because of it it could be good to be in a separate package. What do you think about it?

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