Subject: Const in ScatterDraw
Posted by Didier on Fri, 14 May 2021 19:07:22 GMT
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Hello Koldo,

Do you think it could be possible to add const to the following methods of ScatterDraw::DataSource or is there a reason for them not to be const ?

```
 virtual double y(int64 ) = 0;
 virtual double x(int64 ) = 0;
 virtual double znFixed(int , int64 )  {NEVER(); return Null;}
 virtual double y(double )      {NEVER(); return Null;}
 virtual double x(double )      {NEVER(); return Null;}
 virtual double f(double )      {NEVER(); return Null;}
 virtual double f(Vector<double> )    {NEVER(); return Null;}
```