
Subject: Re: Scatter based on Callbacks

Posted by [koldo](#) on Sun, 19 Dec 2010 20:10:44 GMT

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kohait00 wrote on Fri, 17 December 2010 13:28i'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);  
}
```

Hello Kohait00

I agree. It looks better.
