
Subject: Re: Scatter based on Callbacks
Posted by [koldo](#) on Mon, 20 Dec 2010 12:35:11 GMT
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Hello Kohait00

New code is not compatible with old one. See the callback functions:

```
double funct1(double x) {return (x*x);} //Old  
void funct1(double& y, double x) {y = (x*x);} //New
```
