
Subject: Re: Scatter based on Callbacks
Posted by [koldo](#) on Tue, 21 Dec 2010 16:19:20 GMT
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Hello Kohait

The code in bazaar.rar is the same reported:

```
double funct1(double x) {return (x*x);} //Old  
void funct1(double& y, double x) {y = (x*x);} //New  
So the problem remains .
```
