
Subject: FormatE() with 0.0

Posted by [koldo](#) on Tue, 01 Aug 2023 06:35:52 GMT

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Hi to all

When using FormatE() with a 0, the function seems to avoid considering some formatting flags, like FD_CAP_E and FD_MINIMAL_EXP.

An example:

```
Cout() << FormatE(0.0, 2, FD_CAP_E | FD_EXP | FD_MINIMAL_EXP); // 0.00e+00
```

```
Cout() << FormatE(1234, 2, FD_CAP_E | FD_EXP | FD_MINIMAL_EXP); // 1.23E3
```

In CvFlt.cpp, line 292, FormatE() function does this (the comments are added):

```
char *FormatE(char *t, double x, int precision, dword flags)
```

```
{
```

```
...
```

```
if(!x) { // Value is zero
```

```
    *t++ = '0';
```

```
    if(precision) {
```

```
        do_point(t, flags);
```

```
        tCat(t, '0', precision);
```

```
    }
```

```
    tCat(t, "e+00", 4); // The "e+00" is forced
```

```
}
```

```
...
```

Subject: Re: FormatE() with 0.0

Posted by [mirek](#) on Wed, 02 Aug 2023 09:44:06 GMT

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Thanks, will be fixed tomorrow.

Subject: Re: FormatE() with 0.0

Posted by [koldo](#) on Thu, 03 Aug 2023 09:19:36 GMT

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Thank you!
