Subject: EditNumber
Posted by mirek on Thu, 11 Jul 2013 11:48:06 GMT
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In analogy with EditText function, there are now

bool EditNumber(int& n, const char *title, const char *label, int min = INT_MIN, int max = INT_MAX, bool notnull = false);

bool EditNumber(double& n, const char *title, const char *label, double min = DBL_MIN, double max = DBL_MAX, bool notnull = false);

Subject: Re: EditNumber
Posted by Novo on Thu, 11 Jul 2013 15:56:12 GMT
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On Linux:

Subject: Re: EditNumber
Posted by mirek on Fri, 12 Jul 2013 04:20:58 GMT
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Well, it compiled in my distro.. But I have added #include "float.h", perhaps it will work now for you?

Mirek

Subject: Re: EditNumber
Posted by Novo on Fri, 12 Jul 2013 12:46:04 GMT
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mirek wrote on Fri, 12 July 2013 00:20Well, it compiled in my distro.. But I have added #include "float.h", perhaps it will work now for you?

Mirek
Thanks! It works for me now. I'm using Ubuntu.