Subject: Re: double equals nothing
Posted by mirek on Tue, 08 Jun 2010 21:15:05 GMT

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nixnixnix wrote on Tue, 08 June 2010 16:30
EDIT: not sure why it doesn't display but in fact the value was equal to FFFFFFFFFFFFEFFF
which converts to -1.7976931348623157e+308 which I admit is a very silly number. It would still
be good if this value showed in the debugger but I don't need it fixed now.

Explanation: In U++, double values < -1.0E+307 are considered Null.

Null itself is defined as -1.0E+308. But to be sure about double equality issues, there is "less"
instead of "equal" used. I believe that in practice, limiting double range to e+/-300 is non-issue.

Mirek