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Subject: Re: Value: why not float support?

Posted by [kohait00](#) on Wed, 01 Sep 2010 14:13:46 GMT

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this spots a new light

it would be no huge thing to support float as well, would make a lot of code compliant out of the box (when porting to upp or taking over from other projects) without the need to also care for float (which would need a n explicit (double) cast at least to shut up the warnings)

but i also can understand mireks point. Value intrinsic stuff only for the most needed.

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