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Subject: Re: Value: why not float support?  
Posted by [kohait00](#) on Mon, 13 Dec 2010 14:47:43 GMT  
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sorry to bother again here..

in my struggle with the OSC protocol, a again came across this issue. OSC supports, together with int, int64, bool, etc.. the float AND double extra.

since i am using Value as the preferred container for all of it, i so far was working with the double as float Value, simply ignoring the fact that float doesn't exist.

i could use double for both, double and float, question, i need to distinguish them, because they need to be sent with different markers. so i have no means to distinguish them..

this is not possible when using double for both double and float:

```
...  
if(v.Is<double>()) { /*send as double, "/osc/message,d 137884828388288.23828" */ }  
  
else if(v.Is<float>()) { /*send as float, "/osc/message,f 123.43" */ }
```

and, also, the implicit conversions would be not possible.

any idea how to do that?

EDIT:

meanwhile i tried to extend value accordingly. here is a patchfile to revision 2902 to show where changes would occur.

### File Attachments

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1) [Value\\_float.patch](#), downloaded 386 times

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