Subject: Re: Value: why not float support?
Posted by kohait00 on Wed, 15 Dec 2010 15:41:31 GMT
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it's not the problem whith receiving..
on receive, i could destinguis if it's a float, or a double, and map both to use Value double..

but since the API uses Value directly, which is unbelievably easy. it determines what to send by simply checking the type.

nevertheless, it's important to differ them, since there are old target devices that only understand spec 1.0, which only has float. and newer devices also support spec 1.1 double as extra type, and maybe even expect it for some parameters, while still demanding float for some other..and how to destinguish them?

hope to have cleared it up a bit (and a bit of a bit convinced you

i still could use RichValue<float>, and all the stuff for my own, but it would lack things like Value::IsNumber() and the implicit conversions, which are upp gloabl, but are reaaly appealing..

please, rethink it, float is an own type, just as int64, even if on many systems its breaks down to double in assembler/cpu arch, but compiler still differs them..