
Subject: Re: Value: why not float support?
Posted by [kohait00](#) on Sun, 26 Dec 2010 10:28:43 GMT
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well, i'm not trying to invent things to convince you of something. if i cant than maybe the reasons are not strong enough

i'm planning to release a test environment for OSC past xmas, where i have some time to clean up things, order code and make some small docus. but for that to happen i also need to know where the train in terms of value type extension goes, so as to be able to use implicitly float or to need to invent some hack to handle this. because this affects the API. (also, there is some controls issue, since OSC only makes some sense when there are good and easy menas to generate the messages, see TouchOSC for iphone).

concerning double and float in databases: i'm sure the major db's *dont* simply convert it internally. at least not in terms of storage (millions and millions of rows with wasted 4 bytes for double, where float had been enough cant be aforded). thats why one generally is to think of a good, well fitting model/schema for one's problem, not to waste space and performance when handling the data.

as i stated before, i am not fixed on float extension, when there is a possibility to 'enrich' IsNumber() and the implicit converters by a user type. maybe we should think of that, instead.
