
Subject: Re: Core: Null handling incoherent?

Posted by [kohait00](#) on Wed, 04 May 2011 09:39:50 GMT

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attached is a patch for discussion. the IsNullInstance naming issue is not addressed yet.

benefits:

- * more clear coherent interface because IsNullInstance, SetNull are obligatory
- * users can use RichValue<> as container for even own intrinsic types like float..., specifying themselves the null handling.
(but float f = Null; still won't work, since it has no converter, but SetNull<float>() can, which is a nice price to pay.)
- * specifying AsString<T> they can use the Value::ToString for it as well, i.e AsString<float> is already specified..

i'd have considered to have

```
template <class T> void SetNull(T& x) { x = Null; }
```

to make SetNull method optional, but Null is kind of wired with Value, which, at level of Defs.h isn't known yet..

File Attachments

1) [patch0.patch](#), downloaded 278 times
