
Subject: Re: [DISCUSSION] Add 'complex' datatype, to Value too

Posted by [mirek](#) on Sun, 26 Jun 2011 07:30:14 GMT

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kohait00 wrote on Wed, 22 June 2011 07:12

```
// x = Null; //ambiguity in std::complex::operator=  
x = Null.operator cdouble(); //needs explicit call
```

Well, thought that through and it now seems to me that we can easily do this after all. See this (U++ without complex support):

```
#include <Core/Core.h>  
#include <complex>
```

```
using namespace Upp;
```

```
typedef std::complex<double> complex;
```

```
CONSOLE_APP_MAIN  
{  
    complex x = Null;  
    DDUMP(x.real());  
}
```

-> we do not need to add complex to Null, it is enough to exploit Null::operator double() here