thats nice idea...

one remains though..

the assignment from Value

// x = v; //ambiguity in std::complex::operator=

EDIT: tried the version with derive..

```
struct cdouble : std::complex<double>
{
 typedef std::complex<double> C;
 cdouble() {}
 cdouble(double r) : C(r) {}
 cdouble(double r, double i) : C(r,i) {}
 cdouble(const Nuller&) { operator=(DOUBLE_NULL); }
};
```

it works, but i've got problems with those COMPARE_VALUE() things..again ambiguity, due to
some template operator specifications as it seems..

any idea?