Subject: Re: [DISCUSSION] Add 'complex' datatype, to Value too
Posted by kohait00 on Tue, 05 Jul 2011 11:28:07 GMT
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got sth workin.. i think it would do it. thanks for the hints..

attached are Complex.h and Complex.cpp for Core.
the attached patch is to include them properly...

cdouble is derived from std::complex. i wanted cdouble to have as little code as possible and use native external means, except for where not otherwise possible like Value conversion.

if this could go to Core, the posted plugin/kissfft (see above) is also possible..

test

```
void Test(const cdouble& c) { RLOG(c); }

CONSOLE_APP_MAIN
{
 cdouble y(1.,5.);
 cdouble x = 12;

 //cdouble handling
 double d = y.real();
 y+=3.;

 //cdouble to value conversion test
 Value v = RichToValue(y);
 v = y;
 int type = v.GetType();

 Vector<cdouble> vc;
 vc.Add(12);

 //Value to cdouble conversion test
 x = v;

 //Null handling
 Test(Null);
 x = Null;

 bool b;
 b = (v == x);
 b = (x == v);
 b = (v != x);
 b = (x != v);
```

```
}
```

File Attachments

1) comp.svn.patch, downloaded 328 times
2) Complex.h, downloaded 362 times
3) Complex.cpp, downloaded 580 times