## Subject: Re: [DISCUSSION] Add 'complex' datatype, to Value too Posted by kohait00 on Tue, 05 Jul 2011 11:28:07 GMT

View Forum Message <> Reply to Message

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 = V;
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 323 times
  2) Complex.h, downloaded 352 times
- 3) Complex.cpp, downloaded 575 times