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

Posted by [mirek](#) on Wed, 06 Jul 2011 11:17:52 GMT

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kohait00 wrote on Tue, 05 July 2011 07:28got 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);  
}
```

Would you mind if instead of "cdouble" we use either complex or Complex?

I think integer complex numbers are unlikely and if we later decide to support 'float', we can still use something like complex32 or so...

Mirek
