Subject: Point implicit conversions
Posted by lindquist on Fri, 17 Feb 2012 16:10:05 GMT

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Hi again.

I'm coming to the conclusion that implicit conversions for Point is really not a good idea.

Consider an application mainly using Pointf. I do this in my app for defining a bunch of geometry, then a bunch of functions have

const Pointf&

parameters.

However - twice now - I've accidentally made the parameter of type Point, using Alt+C/Alt+V to paste in the definition etc.

Everything compiles without warnings, but of course, the program misbehaves, as all the Pointf's I pass are converted to Point and back.

I think it's too easy to miss the f at the end of the type. Twice I've made the mistake, and it can be hard to find. Can these implicit conversions be removed ?

-Tomas