Subject: EditNumber
Posted by mirek on Thu, 11 Jul 2013 11:48:06 GMT

In analogy with EditText function, there are now

bool EditNumber(int& n, const char *title, const char *label, int min = INT_MIN, int max = INT_MAX, bool notnull = false);

bool EditNumber(double& n, const char *title, const char *label, double min = DBL_MIN, double max = DBL_MAX, bool notnull = false);