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Subject: EditNumber

Posted by [mirek](#) on Thu, 11 Jul 2013 11:48:06 GMT

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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);
```

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