
Subject: Re: [BUG] EditDouble, SetData() can prevent U++ program from running...
Posted by [mirek](#) on Mon, 05 Nov 2018 18:30:42 GMT

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ptkacz wrote on Sun, 04 November 2018 20:14: Working on some code, "0.0" was accidentally passed to a instantiated EditDouble, SetData() method. The U++ application successfully compiled, but would not run. Upon investigation, the issue corrected, and the parameter changed to 0.0, the U++ application would successfully run upon being compiled.

Like this:

```
EditDouble h;  
h.SetData("0.0");
```

If so, that is not a bug but feature. Value is polymorphic, it is your responsibility to pass only data allowed.

You can try ... `catch(ValueError)` if you need to.

Mirek
