
Subject: Re: Value with type float
Posted by [Tom1](#) on Thu, 31 Mar 2022 11:49:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,

I could see some benefit for supporting float in Value too. (I do signal processing with floats, so they frequently end up in various locations in my code.)

Having Value supporting float and EditFloat/EditFloatSpin added would allow cleaner code with dialogs.

Currently I have to round the float value to a clean double with roundr() to avoid excessive decimal places in EditDouble/EditDoubleSpin display. Also, when reading the value out from EditDouble/EditDoubleSpin, I will need to cast first to (double) and only thereafter to (float).

As an example, I have filtering frequencies controlled with:

```
void SetHPF(float fc);
```

```
float GetHPF();
```

Filling the EditDoubleSpin:

```
hpf<=&roundr(GetHPF(),3);
```

Reading the EditDoubleSpin:

```
hpf.WhenAction=[&](){ SetHPF((float)(double)~hpf); };
```

With float Value and EditFloatSpin support I would expect to work with:

```
hpf<=&GetHPF();
```

And:

```
hpf.WhenAction=[&](){ SetHPF((float)~hpf); };
```

Anyway, changes in Core/CtrlCore/CtrlLib are something for Mirek to decide.

Best regards,

Tom
