

---

Subject: Re: Value with type float

Posted by [mirek](#) on Fri, 01 Apr 2022 09:07:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Tom1 wrote on Thu, 31 March 2022 13:49Hi,

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);
```

Uhm, roundr is sort of sin of past. Perhaps it is a bad idea to pretend that either float or double are "decimal"...

That said, maybe we should just add operator float to Value and constructor from float (if that one is even needed)?

That would solve most of those additional casts that you do not like.

Mirek

---