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Subject: Re: Value with type float

Posted by [Tom1](#) on Fri, 01 Apr 2022 10:06:35 GMT

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I see. Simply adding operator float to Value:

```
operator float() const { return (float)(double)*this; }
```

removes need for any casting at all. The required code gets clean:

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

EDIT: Removed from here my stupid idea to round float when constructing a Value.

Best regards,

Tom

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