Hi,

The following code portrays the float rounding issue:

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
 Value v(0.002f);
 Cout() << v << "\n";
 Cout() << FormatDouble(v) << "\n";
 Cout() << FormatG(v,7) << "\n";
}
```

The result of running the above follows:
0.0020000000949949
0.0020000000949949
0.002
<--- Finished, press [ENTER] to close the window --->

I do not know how to solve this cleanly. In any case a regular user seeing 0.002000000095 in a field where he expects to see 0.002, will not be happy about it. For years I have used roundr() all over the code to fix this up, but having a solution hidden in Core would be awesome! :)

Best regards,

Tom