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Subject: Re: Value with type float

Posted by [Tom1](#) on Fri, 01 Apr 2022 13:26:36 GMT

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OK, here's an idea to handle the EditDouble/EditDoubleSpin rounding issue. Adding something like:

```
hpf.Pattern("%.7g");
```

to the constructor of the dialog. This will yield possibly sufficient rounding to the float value being represented as double to avoid excessive decimals.

Of course it would be nice to have such 'float compatibility' Pattern -feature available as a flag / checkbox in layout editor for EditDouble, EditDoubleSpin and the NotNull relatives.

Best regards,

Tom

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