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Subject: Re: Value with type float  
Posted by [mirek](#) on Fri, 01 Apr 2022 23:31:06 GMT  
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Tom1 wrote on Fri, 01 April 2022 14:03Hi,

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

This can actually be a bug in formatting routine. I will check ASAP.

Mirek

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