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Subject: Re: Value with type float

Posted by [mirek](#) on Fri, 01 Apr 2022 23:31:58 GMT

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Tom1 wrote on Fri, 01 April 2022 15:26OK, 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.

Yes, this is the correct solution - do decimal rounding when the number is actually converted to decimals.

Mirek

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