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Subject: Re: Value with type float  
Posted by [Tom1](#) on Tue, 12 Apr 2022 07:26:00 GMT  
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mirek wrote on Mon, 11 April 2022 17:52Tom1 wrote on Sat, 02 April 2022 13:31No problem... I trust you will soon come up with some astonishingly smart three line solution for the task! :)

Best regards,

Tom

Nothing too smart for now, but I have added ConvertFloat and EditFloat.

The jury is still out for float in Value.... do not want to do that now. It feels like while it fixes some issues (e.g. Value->JSON conversion when the values went through float precision), there might be many caveats.

Hi Mirek,

Thanks! EditFloat works fine now. However, there are a couple of things more. First, could you add float operator to Value for easy reading of EditFloat:

```
operator float() const      { return Is(DOUBLE_V) ? (float)GetSmallRaw<double>() :  
(float)GetOtherDouble(); }
```

Second, can you add EditFloatSpin and EditFloatNotNullSpin variants?:

```
typedef WithSpin<float, EditFloat>   EditFloatSpin;  
typedef WithSpin<float, EditFloatNotNull> EditFloatNotNullSpin;
```

// And then some magic to make those two working and visible in layout editor.

Thanks and best regards,

Tom

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