Hi,

What has changed is that I have really started to enjoy the new EditFloatSpin! :)

As a result, initializing and reading my float variables to/from EditFloatSpin (as used in e.g. filter parameters) is clean and easy. However, I found that initializing my EditFloatSpin to empty field (e.g. when such filtering is not currently used) requires my float variable to be at Null:
EditFloatSpin hpfedit;
...
float hpf=(float)(double)Null;
...
hpfedit <<= hpf;
Alternatively, some value of hpf (e.g.< 0) could be interpreted as empty filtering and I could do hpfedit.Clear(); if such is the case.

However, I prefer nice, short and clean code, so I would like to write just:
float hpf=Null;
I.e. without any type cast. So, in effect, this is just to make the code cleaner.

Best regards,

Tom