
Subject: Re: Value with type float
Posted by [Tom1](#) on Tue, 10 May 2022 18:08:46 GMT
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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
