Subject: StrInt returning value
Posted by forlano on Wed, 03 May 2023 06:06:32 GMT
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Hello,

it seems that StrInt() return an integer but it can return even a Null in case the conversion cannot be done.
I would like that StrInt() can return 0 as default instead of Null.
Do we have an alternative version of StrInt() that return 0 as default?

StrInt is based on ScanInt

```
int ScanInt(const char *ptr)
{
 int x;
 bool overflow = false;
 return ScanInt<char, byte, uint32, int, 10>(x, ptr, overflow) && !overflow ? x : Null;
}
```

The syntax is too complicated for me. I wonder if the following version can return 0 as wanted

```
int ScanInt0(const char *ptr)
{
 int x;
 bool overflow = false;
 return ScanInt<char, byte, uint32, int, 10>(x, ptr, overflow) && !overflow ? x : 0; //<----
}
```

Thanks,
Luigi