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Subject: Re: 2023.1 alpha

Posted by [Tom1](#) on Fri, 12 May 2023 13:09:59 GMT

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Hi,

Would it be possible to add Null support for float?

I think below you can find pretty much what is needed in Core/Defs.h:

```
...
constexpr double DOUBLE_NULL = -std::numeric_limits<double>::infinity();
constexpr float FLOAT_NULL = -std::numeric_limits<float>::infinity();

class Nuller {
public:
    operator int() const { return INT_NULL; }
    operator int64() const { return INT64_NULL; }
    operator double() const { return DOUBLE_NULL; }
    operator float() const { return FLOAT_NULL; }
    operator bool() const { return false; }

    Nuller() {}
};

extern const Nuller Null;

template <class T> void SetNull(T& x) { x = Null; }

template <class T> bool IsNull(const T& x) { return x.IsNullInstance(); }

template<> inline bool IsNull(const int& i) { return i == INT_NULL; }
template<> inline bool IsNull(const int64& i) { return i == INT64_NULL; }
template<> inline bool IsNull(const double& r) { return !(std::abs(r) <
std::numeric_limits<double>::infinity()); }
template<> inline bool IsNull(const float& r) { return !(std::abs(r) <
std::numeric_limits<float>::infinity()); }
template<> inline bool IsNull(const bool& r) { return false; }

...
```

Best regards,

Tom

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