

---

Subject: Re: 2023.1 alpha

Posted by [mirek](#) on Sat, 13 May 2023 15:48:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Tom1 wrote on Fri, 12 May 2023 15:09Hi,

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

Too big change in time of release, even if I thought this is a good idea (I am yet undecided). Let us discuss float at the start of the next cycle, ok?

---