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Subject: Re: Value with type float

Posted by [Tom1](#) on Fri, 06 Oct 2023 11:40:07 GMT

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mirek wrote on Fri, 06 October 2023 13:51 This works (and I believe it should) right now. Am I missing something?

Quote:

As for float Null, yes, please include the changes shown in:

[https://www.ultimatepp.org/forums/index.php?t=msg&th=12082&goto=59874&#msg\\_59874](https://www.ultimatepp.org/forums/index.php?t=msg&th=12082&goto=59874&#msg_59874)

I am reluctant adding yet another Null...

Mirek

Hi Mirek,

No, you're not missing anything here. My code was there just to demonstrate what I mean by 'reads back exactly the same'.

As for the float Null: Instead of writing this:

```
float f = (float)(double)Null;
```

```
...
```

```
Cout() << IsNull((double)f) << "\r\n";
```

I would like to do this:

```
float f = Null;
```

```
...
```

```
Cout() << IsNull(f) << "\r\n";
```

Is there a specific reason why you wish to avoid adding another Null to support float?

Best regards,

Tom

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