
Subject: Re: Value with type float
Posted by [mirek](#) on Fri, 06 Oct 2023 11:54:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tom1 wrote on Fri, 06 October 2023 13:40mirek wrote on Fri, 06 October 2023 13:51This 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

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'.

I am asking because it looks like you had problems with this in the past....

Quote:

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

Reluctance to add features that are not necessary nor very helpful (not that U++ is not already full of them, but still).

I still see no reason to use float instead of double except for saving the storage space...

Mirek
