
Subject: [Possible bug] Geometry - Point
Posted by [artekk](#) on Fri, 08 Dec 2006 10:15:04 GMT
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Hello

I suggest operator == and != should look something like this:

```
bool operator==( const Pointf3 &p )const
{
    return fabs(x-p.x)<=EPSILON &&
           fabs(y-p.y)<=EPSILON &&
           fabs(z-p.z)<=EPSILON;
}
```

because in almost cases original code isn't accurate for veryvery small (EPSILON) distances between points.

artek