
Subject: Weird result with Format();
Posted by [forlano](#) on Tue, 14 Nov 2023 19:53:35 GMT
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Hello,

I have spent considerable amount of time to understand what it is happening but with no result (U++ 17080 and clang in debug mode).

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    float n = 3.0;  
    String sscore;  
    sscore = Format("%f", n);  
    Cout()<<sscore<<"\n" ;
```

```
  
    sscore = AsString(n);  
    Cout()<<sscore<<"\n" ;  
}
```

Result:
<N/A 'f' for type 13>
3

In release mode I get
3f
3

Does format has changed the way to work? It seems no longer recognise the "f" specifier.
Thanks,

Luigi

Subject: Re: Weird result with Format();
Posted by [forlano](#) on Tue, 14 Nov 2023 20:37:05 GMT
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forlano wrote on Tue, 14 November 2023 20:53

Result:
<N/A 'f' for type 13>
3

In release mode I get
3f
3

on U++ 17045 I get the expected

3.000000
3

Subject: Re: Weird result with Format();
Posted by [forlano](#) on Wed, 15 Nov 2023 10:10:23 GMT
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On the same machine I have installed the today 17088 that shows the same problem.
Then I have installed the stable 17045 that has not this problem.

Can somebody else confirm such problem?
Thanks,

Luigi

Subject: Re: Weird result with Format();
Posted by [koldo](#) on Fri, 17 Nov 2023 07:24:36 GMT
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Quote:Can somebody else confirm such problem?Yes, I get the same in Windows and Linux.

Subject: Re: Weird result with Format();
Posted by [Tom1](#) on Fri, 17 Nov 2023 17:41:29 GMT
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Hi,

I can confirm this too. I guess this is an unfortunate side effect of float recently gaining Value support.

In Core/Format.cpp it needs one or both of these additions:

```
...  
void RegisterNumberFormatter(const char *id, Formatter f)  
{
```

```
RegisterFormatter(DOUBLE_V, id, f);
RegisterFormatter(FLOAT_V, id, f);    // << Add float support
RegisterFormatter(INT64_V, id, f);
RegisterFormatter(INT_V, id, f);
RegisterFormatter(BOOL_V, id, f);
RegisterNullFormatter(id, f);
}
...
```

and/or

```
...
static void sRegisterFormatters()
{
    ONCELOCK {
        IntDoubleRegister(BOOL_V);
        IntDoubleRegister(INT_V);
        IntDoubleRegister(INT64_V);
        IntDoubleRegister(DOUBLE_V);
        IntDoubleRegister(FLOAT_V);    // << Add float support
    }
    ...
}
```

I'm just guessing... Mirek knows for sure how to proceed.

Best regards,

Tom

Subject: Re: Weird result with Format();
Posted by [mirek](#) on Sat, 18 Nov 2023 08:39:35 GMT
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Hopefully fixed, I have rescanned all places where DOUBLE_V is referenced and added support where needed...

<https://github.com/ultimatepp/ultimatepp/commit/2afe7f538254db288f9dafcd41c77757dccc3f3e>

Mirek
