Subject: double equals nothing
Posted by nixnixnix on Tue, 08 Jun 2010 20:30:19 GMT
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Hi,

I have a function that looks like this

```
double CUtils::LittleEndianDouble(char* p)
{
 double* pD;
 char cBuf[9];

 memcpy(cBuf,p,8);
 cBuf[8] = 0;
 pD = (double*)cBuf;

 return *pD;
}
```

and I have come across a file which causes the output to become undefined. For instance, when I go to DUMP the result of initialising a Pointf object with two such doubles, I get

Quote:
ptr->pt = [, ]

and when I look at it in the debugger the value is also blank and gets copied as blank. If I can just detect this then I can deal with it. I have tried checking whether it equals NULL or IsNull but neither catch it.

I would have thought that any string cast to double would give some sort of recognisable result. Surely that is part of the strength of C++ ?

Nick

EDIT: not sure why it doesn't display but in fact the value was equal to FFFFFFFFFFFFEFFF which converts to -1.7976931348623157e+308 which I admit is a very silly number. It would still be good if this value showed in the debugger but I don't need it fixed now.

Subject: Re: double equals nothing
Posted by mirek on Tue, 08 Jun 2010 21:15:05 GMT
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nixnixnix wrote on Tue, 08 June 2010 16:30
EDIT: not sure why it doesn't display but in fact the value was equal to FFFFFFFFFFFFEFFF which converts to -1.7976931348623157e+308 which I admit is a very silly number. It would still be good if this value showed in the debugger but I don't need it fixed now.

Explanation: In U++, double values < -1.0E+307 are considered Null.

Null itself is defined as -1.0E+308. But to be sure about double equality issues, there is "less" instead of "equal" used. I believe that in practice, limiting double range to e+/-300 is non-issue.

Mirek