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Subject: isnan [BUG?] fix for Core OSX11  
Posted by [fudadmin](#) on Sun, 11 Sep 2011 01:35:52 GMT  
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Sorry, on mac OS X in Core Defs.h (around line 250) with this fix:

```
#ifdef PLATFORM_WIN32
inline bool IsNaN(double d)    { return _isnan(d); }
#elif PLATFORM_OSX11
inline bool IsNaN(double d)    { return std::isnan(d); }
#else
inline bool IsNaN(double d)    { return isnan(d); }
#endif
```

upp compiles. Otherwise not. Do you think this fix is ok? Or should someone dig deeper as in here: <http://stackoverflow.com/questions/2249110/how-do-i-make-a-portable-isnan-isinf-function?>

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Subject: Re: isnan [BUG?] fix for Core OSX11  
Posted by [Novo](#) on Sun, 11 Sep 2011 02:09:43 GMT  
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AFAIK, it can just be

```
inline bool IsNaN(double d)    { return d != d; }
```

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