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Subject: Point implicit conversions

Posted by [lindquist](#) on Fri, 17 Feb 2012 16:10:05 GMT

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Hi again.

I'm coming to the conclusion that implicit conversions for Point is really not a good idea.

Consider an application mainly using Pointf. I do this in my app for defining a bunch of geometry, then a bunch of functions have

```
const Pointf&
```

```
parameters.
```

However - twice now - I've accidentally made the parameter of type Point, using Alt+C/Alt+V to paste in the definition etc.

Everything compiles without warnings, but of course, the program misbehaves, as all the Pointf's I pass are converted to Point and back.

I think it's too easy to miss the f at the end of the type. Twice I've made the mistake, and it can be hard to find. Can these implicit conversions be removed ?

-Tomas

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Subject: Re: Point implicit conversions

Posted by [mirek](#) on Tue, 21 Feb 2012 08:23:08 GMT

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[lindquist](#) wrote on Fri, 17 February 2012 11:10

I think it's too easy to miss the f at the end of the type. Twice I've made the mistake, and it can be hard to find. Can these implicit conversions be removed ?

-Tomas

Not without breaking a log of existing code... but we can still consider this.

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