

U++ - Bug #491

CtrlLib: EditNumber functions on MinGW GCC

07/14/2013 01:16 AM - Sender Ghost

Status:	Approved	Start date:	07/14/2013
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	CtrlLib	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
The double version of EditNumber function uses DBL_MIN and DBL_MAX defines from float.h header file. There are such includes for MSC compiler on Windows and GCC compiler on Posix, but not for MinGW GCC on Windows. Also, double version of EditNumber function is not implemented, because of int type mistake, instead of double.			

History

#1 - 07/14/2013 01:21 AM - Sender Ghost

- File [491_uppsrc.diff](#) added
- Status changed from New to Patch ready

I fixed mentioned issues. Also removed unneeded float.h includes from [Core/Format.cpp](#) and [Geom/polyalg.cpp](#), which includes Core/Core.h header file.

#2 - 07/14/2013 09:38 AM - Miroslav Fidler

- Status changed from Patch ready to Approved

Thanks!

Files

491_uppsrc.diff	1.48 KB	07/13/2013	Sender Ghost
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