
Subject: Re: 2023.1 alpha
Posted by [mirek](#) on Sat, 13 May 2023 15:48:07 GMT
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Tom1 wrote on Fri, 12 May 2023 15:09Hi,

Would it be possible to add Null support for float?

I think below you can find pretty much what is needed in Core/Defs.h:

```
...  
constexpr double DOUBLE_NULL = -std::numeric_limits<double>::infinity();  
constexpr float FLOAT_NULL = -std::numeric_limits<float>::infinity();
```

```
class Nuller {  
public:  
    operator int() const          { return INT_NULL; }  
    operator int64() const        { return INT64_NULL; }  
    operator double() const       { return DOUBLE_NULL; }  
    operator float() const        { return FLOAT_NULL; }  
    operator bool() const         { return false; }
```

```
    Nuller() {}  
};
```

```
extern const Nuller Null;
```

```
template <class T> void SetNull(T& x) { x = Null; }
```

```
template <class T> bool IsNull(const T& x)    { return x.IsNullInstance(); }
```

```
template<> inline bool IsNull(const int& i)    { return i == INT_NULL; }  
template<> inline bool IsNull(const int64& i) { return i == INT64_NULL; }  
template<> inline bool IsNull(const double& r) { return !(std::abs(r) <  
std::numeric_limits<double>::infinity()); }  
template<> inline bool IsNull(const float& r) { return !(std::abs(r) <  
std::numeric_limits<float>::infinity()); }  
template<> inline bool IsNull(const bool& r ) { return false; }
```

```
...
```

Best regards,

Tom

Too big change in time of release, even if I thought this is a good idea (I am yet undecided). Let us discuss float at the start of the next cycle, ok?
