Subject: Re: 2023.1 alpha
Posted by Tom1 on Mon, 15 May 2023 06:43:34 GMT
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mirek wrote on Sat, 13 May 2023 18:48Tom1 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?

Yes, absolutely. After this release is just fine. The need for float Null just pops up every once in a while and does not seem so ground breaking from my point of view.

Thanks and best regards,

Tom