

CrystaX NDK - Bug #1080

Objective-C float literals are converted into zero values

09/30/2015 08:48 PM - Dmitry Moskalchuk

Status:	Open	Start date:	09/30/2015
Priority:	High	Due date:	
Assignee:	Dmitry Moskalchuk	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	11.0.0	Android version:	
CPU Architecture:	arm	CrystaX Version:	
Host OS:			
Toolchain:	clang-3.6, clang-3.7		

Description

```
NSNumber *piFloat = @3.141592654F;  
NSLog(@"piFloat=%@", piFloat);
```

Output:

```
piFloat=0
```

This happens only for @armeabi-v7a-hard@; when building for other ABI (including @armeabi@ and @armeabi-v7a@), it works fine.

History

#1 - 09/30/2015 08:53 PM - Dmitry Moskalchuk

When fixed, don't forget to uncomment "block":

<https://github.com/crystax/android-platform-ndk/blob/master/tests/device/crystax-issue995-objective-c-literals/jni/test.m#L87> in tests

#2 - 10/13/2015 05:20 PM - Dmitry Moskalchuk

- Target version changed from 10.3.0 to 11.0.0