

## Ruby - Feature #8265

### -0.0 does not have a Flonum like 0.0

04/14/2013 03:58 PM - Hanmac (Hans Mackowiak)

<b>Status:</b>	Rejected	
<b>Priority:</b>	Normal	
<b>Assignee:</b>	ko1 (Koichi Sasada)	
<b>Target version:</b>		
<b>Description</b> =begin with Flonum, fixed id for 0.0 (0.0).object_id #=> -9223372036854775806 (0.0).object_id #=> -9223372036854775806  non-fixed id for -0.0 (-0.0).object_id #=> 22387560 (-0.0).object_id #=> 22381340  i think that -0.0 should have fixed object_id too =end		

#### History

##### #1 - 04/15/2013 06:04 AM - ko1 (Koichi Sasada)

i think that -0.0 should have fixed object\_id too

Why?

##### #2 - 04/15/2013 08:50 AM - nobu (Nobuyoshi Nakada)

- Tracker changed from Bug to Feature
- Status changed from Open to Feedback

##### #3 - 04/15/2013 08:51 AM - nobu (Nobuyoshi Nakada)

- Description updated

##### #4 - 04/15/2013 10:01 AM - naruse (Yui NARUSE)

- Description updated

##### #5 - 04/15/2013 04:41 PM - Hanmac (Hans Mackowiak)

for me it doesnt make much sense that some Floats have fixed object\_ids and some Floats does have not, so i think, when fixed ids are possible than they should be for much of them as possible

##### #6 - 04/16/2013 09:25 AM - ko1 (Koichi Sasada)

- Category set to core
- Status changed from Feedback to Rejected
- Assignee set to ko1 (Koichi Sasada)

It seems not practical problem.  
Please reopen this ticket if you find real problem.

(for example, there are too many -0.0 objects in your program and it beats performance)