

Format_a_Real_Number

You have a Real Number with a huge value. You would like to format it as you like by using the following code

```
const TInt KRealNumberFigureAmount = 2;
const TInt KRealNumberWidth = 8;

TRealFormat format;
format.iPlaces = KRealNumberFigureAmount;
format.iWidth = KRealNumberWidth;
format.iType = KRealFormatGeneral | KDoNotUseTriads;

TReal Longitude = (a large real number); //Pseudo assignment
TReal Latitude =(a large real number) ; //Pseudo assignment

TBuf8<32> ValueBuffer;
ValueBuffer.AppendNum( Longitude, format);
```