

Q: I am trying to perform a method that returns a float. In the Concepts manual, page 3-20, it indicates I can just cast the return value to float like this:

```
float    myGray;  
myGray = (float)[textField perform:@selector(backgroundGray)];
```

But I get a compile-time error of "pointer value used where a float was expected." What can I do?

A: The **perform** method is prototyped to return a value of type **id**. While the C compiler lets you cast of lot of things, it says enough is enough when you try cast something of type **id** to be **float**. Here is one workaround which allows you to get the value you want:

```
id myId;  
float myGray;  
myId = [textField perform:@selector(backgroundGray)];  
myFloat = *(float *)&myId;
```

Valid for 1.0, 2.0, 3.0

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