Subject: Extracting bits from a floating point number
Posted by bchafin on Thu, 20 Nov 1997 08:00:00 GMT

I have a rather peculiar problem for which I do not know if there is a solution.

I am reading a 16-bit floating point number from an HDF file using IDL's built in HDF commands.
This number, of course, is typed to be a 32-bit floating point number by IDL. The problem is that
this number was originally two 1-byte integers, which were stuffed together into one 16-bit field in
a C program. (Don't ask why that was done.)

I need to reverse engineer the 32-bit floating point number to recall the original two 1-byte
integers.

Does anyone know how (or if) this can be done?

Thanks,

Brian

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