## Subject: Re: How Computers Represent Floats Posted by Studenten on Thu, 30 Nov 2000 08:00:00 GMT

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That would be realy nice...Cause i am facing these particular problems...

Hope you find the posting...

cu

Jan

## Nigel Wade schrieb:

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> David Fanning wrote:
>>
>> Oh, dear. :-(
>>
>> I have occasion to recall a discussion posted in this
>> forum some time ago about how computers represent
>> floating point numbers. How they appear inaccurate, etc.
>>
>> I *know* I saved it, but I've searched on just about
>> every keyword I can think of on my local machines and
>> in Dejanews and I can't find what I am looking for.
>> (It's possible I dreamed the whole exchange. Stranger
>> things have happened.)
>> If anyone saved the discussion (or even recalls it
>> enough to supply me with some likely keywords to search
>> on), I would be grateful.
>>
   Cheers,
>>
>>
>> David
>> P.S. In my dream (apparently) someone who is not a
>> frequent poster to this newsgroup published a fabulously
>> informative article on the subject.
>>
>> --
>> David Fanning, Ph.D.
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>> Coyote's Guide to IDL Programming: http://www.dfanning.com/
>> Toll-Free IDL Book Orders: 1-888-461-0155
> There was one not too long ago which started with a request
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> about "10 bytes real". Was that the one?
>
> If it was back before May '99 then DejaNews won't be able to
> find it any more.
>
> --
> ------
> Nigel Wade, System Administrator, Space Plasma Physics Group,
        University of Leicester, Leicester, LE1 7RH, UK
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