
Subject: Re: JULDAY-CALDAT problem

Posted by [David Fanning](#) on Fri, 27 Feb 2004 13:28:24 GMT

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Luciano writes:

- > This is simply wrong and should be fixed at some level! I understand
- > all the hardware, 0s and 1s, significant figures and related problems
- > described in your "Help! The Sky is Falling!" section. But... don't
- > you think this should be fixed somehow?

I don't know. If you can throw a couple of tons of machine
at Mars and hit your target within a couple of hundred feet,
you are probably close enough. :-)

Cheers,

David

P.S. Let's just say I presume when we all have 64-bit processors
in our computers that numbers will get a LOT more accurate
than they are now.

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
