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Subject: Re: IDL and 64bit Linux  
Posted by [JD Smith](#) on Thu, 19 Aug 2004 19:05:16 GMT  
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On Thu, 19 Aug 2004 13:29:19 -0500, Kenneth Bowman wrote:

> In article <pan.2004.08.19.17.02.12.496874@as.arizona.edu>,  
> JD Smith <jdsmith@as.arizona.edu> wrote:  
>  
>> I've heard lots of rumbling about getting a 64bit IDL for linux, which  
>> could address some rather large chunks of memory, and perform long64  
>> integer arithmetic at healthy speeds. Anyone have use for fast 64bit  
>> integer arithmetic? Do 64-bit doubles ("double doubles") have any  
>> appeal to anyone?  
>  
> What I really want is 1) large files and 2) large memory address space.  
> 64-bit floats are generally fine for my needs. Of course, efficient  
> 64-bit integer arithmetic would be needed for address and index  
> calculations.

By 64bit double, I mean 64bit floats (some call them quadruples). Is anyone using 64bit integer or floating-point arithmetic directly? IDL currently has no "quadruple" support, as far as I can tell.

JD

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