
Subject: Re: Basic Math: I _hope_ this is a stupid question

Posted by [btt](#) on Mon, 25 Apr 2005 12:44:46 GMT

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David Fanning wrote:

> Ed Hyer writes:

>

>

>> IDL> print,288*180

>> -13696

>> IDL> print,long(288*180)

>> -13696

>> IDL> print,ulong64(288*180)

>> 18446744073709537920

>> IDL> print,288.*180

>> 51840.0

>>

>> I just want to multiply two integers! Is that so wrong?

>

>

> Here are a couple of articles for you:

>

> http://www.dfanning.com/math_tips/sky_is_falling.html

> http://www.dfanning.com/math_tips/double.html

>

> Where you see "double" you should read "long integer", and where

> you see "float" you should read "integer".

>

> Basically, casting a short multiplication (288*180) to a

> long *after* you do the arithmetic, doesn't gain you

> anything. You have to do it *before* you to the arithmetic. :-)

>

Hi,

You might also consider using the COMPILE_OPT compile flag DEFINT32 at the beginning of your routines. I have taken Mark Hadfield's recommendation to heart and now use COMPILE_OPT IDL2 pretty much everywhere.

Cheers,

Ben
