
Subject: Re: Floats

Posted by [Liberum](#) on Sun, 12 Mar 2006 08:32:38 GMT

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Thanks Paul,

I found this out last Friday that the end results change even though the intermediate looks fine - naturally, as I summed millions more pixel values. The solution was `double()`.

Now I am back to where I started, looking at double precision values but I got some answers here to help me quickly assess the results.

Much obliged,
Sheldon
