
Subject: compile_opt for double?

Posted by [Christopher Thom](#) on Thu, 19 Apr 2007 22:57:08 GMT

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Hi,

With all this talk about the sky falling (again!), I wonder if there is a way to have all floats default to double precision? i.e. something like a floating point version of

compile_opt, defint32

?

I know that I habitually whack a "D" after most floats that I define, but I do lose track sometimes...

cheers
chris
