Subject: compile\_opt for double?
Posted by Christopher Thom on Thu, 19 Apr 2007 22:57:08 GMT
View Forum Message <> Reply to Message

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