
Subject: Re: 0=1 (Double precision/Long64)
Posted by [wlandsman](#) on Thu, 25 Feb 2010 20:14:17 GMT
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On Feb 25, 1:08 pm, pp <pp.pente...@gmail.com> wrote:

>
> I think that converting integer types to floating point types is the
> usual way languages deal with operations that mix them, so this is not
> an IDL specific issue.

Ideally, I think one would want two numeric variables, a and b, to be considered equal if

`double(a) = double(b) *and* long64(a) = long64(b)`

since the double variable is higher precision in allowing fractional values, but the long64 variable is higher precision in preserving all digits of very large integers. But I agree that the IDL approach is standard among languages that allow comparison of data of different types. --Wayne
