
Subject: Re: Grumbling about setting double precision
Posted by [Russell\[1\]](#) on Wed, 21 Dec 2011 16:15:13 GMT
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No new rules, PLEASE!! Imagine what that would do for backwards-compatibility!?!?!

Russell

On Dec 21, 10:21 am, David Fanning <n...@dfanning.com> wrote:

> greg.a...@gmail.com writes:
>> ...for each number written out by hand in your code. Even IDL
>> on a 32bit Windows machine will swallow 100 million of those at a go
>> without a hiccup. How many numbers do you type into your programs? :)
>
> So, you are saying, don't make all current floats doubles,
> but make a double out of anything I define by hand: a=24.5.
>
> But, what happens when I multiply my 10000x10000 floating
> point array by my variable: array = array * a.
>
> That will *surely* double the memory, or do we need new
> rules for promoting values?
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.idlcoyote.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
