
Subject: Re: Grumbling about setting double precision
Posted by [David Fanning](#) on Wed, 21 Dec 2011 15:21:38 GMT
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greg.addr@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

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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.")
