
Subject: Re: GDL weirdness (bug?) with modulo command
Posted by [Craig Markwardt](#) on Tue, 15 Apr 2014 18:50:22 GMT
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On Tuesday, April 15, 2014 10:44:33 AM UTC-4, rj...@le.ac.uk wrote:

> I'm not sure if this is a bug or if I'm missing something and I know there's a fair few GDL users here.

>

>

>

> I was using the mod command to get the remainder from a value and then fixing it to be an integer and I noticed that some of the values were wrong.

>

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> I looked into it a bit more and think I can summarise the issue as:

>

>

>

> GDL> print, 200.0 mod 12

>

> 7.99999

>

> GDL> print, 200D mod 12

>

> 8.0000000

>

>

>

> i.e. if the variable is a float, the mod command doesn't return the integer that you expect it to. If it's a double then you get the expected answer.

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>

>

> Am I missing some subtlety here or is this a bug?

This is probably the issue...

https://www.idlcoyote.com/math_tips/sky_is_falling.html
