
Subject: Re: Value: why not float support?
Posted by [mirek](#) on Tue, 31 Aug 2010 16:49:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

kohait00 wrote on Tue, 31 August 2010 10:11 that's right. but thinking of porting up to embedded world, float is more common there than double (size, less cycles). on x86 world, it has no point. double is calculated just (almost) as fast as double (or am i wrong here?) but think of porting to android

Are you aware that C/C++ always performs all FP arithmetics in double precision by standard definition?

float really is only about storage.

(OTOH, nothing prevents C/C++ implementation to use 32-bit doubles).

Quote:

btw: related.

the unsigned things are not needed that much. but how is that one, i.e. parsing from string, (ScanInt) to an unsigned long? could it be done with it?

No. But you still have stou / stou64...
