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Subject: math functions, MSC and MinGW compilers. Floating-point arithmetic.  
Posted by [281264](#) on Sun, 10 Oct 2010 10:01:15 GMT

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Hi,

I have some queries regarding Microsoft and MinGW compilers, related to U++ and floating point arithmetic. I am attaching a simple example about calculating the absolute value of a double precision variable:

1.- When using the Microsoft C++ compiler (latest available issue), the application is compiled without problems and it works correctly. The same operation with MinGW compiler produces an error related with ambiguity of functions. Why is this happening?. I notice that cmath library functions are available in U++ without the need to include <cmath>.

2.- I am interested in developing algorithms for exact floating point arithmetic, capable to be compiled with both MSC and MinGW compilers and capable to work with Intel and AMD

someone interested in the matter, I would appreciate hints.

Many thanks.

Cheers,

Javier.

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### File Attachments

1) [test\\_abs\\_function.7z](#), downloaded 397 times

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