
Trans 32-bit Data Types Integral data type

#include <Types.h>

extended	signed floating point range: 96 bits of precision with FPU 80 bits with software emulation
double	signed floating point range: 64 bits of precision
comp	computational type for accounting type applications range: 64 bits
<u>Int64Bit</u>	signed 64-bit integer range: snuggling up to ± 9.3 quintillion

Structures most system structures are typedef'd for use as data types

Notes: The Extended data type is used in floating-point math, usually when you have hardware assistance; eg, when the 68881 FPU is available. The 128K ROM version of the Toolbox Utilities supply conversions for this data type, but does not supply any math operations.

The double data type is a 64-bit value whose implementation is compiler- and library-dependent. Its size may be 8, 10 or 12 bytes.

The Int64Bit data type is not an integral data type since a structure exists by that name. It is used in calls to LongMul. At the assembly language level, you can use MULS.L to perform multiplication of 32-bit values (yielding a 64-bit product to memory) and use DIVS.L to divide a 64-bit value in memory by a 32-bit register.