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

Int64Bit signed 64-bit integer
range: snuggling up to ±9.3 quintillion

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

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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 to 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.