

# Math

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## DESCRIPTIONS

### **MODULE** Math

	Math
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#### Children

1. [Infinity](#) : Return a real "infinity" value
  2. [NaN](#) : Return a non-signalling NaN (Not a Number)value
  3. [isInfinite](#) : Return whether a real value is infinite (positive or negative)
  4. [isNaN](#) : Return whether a real value is a NaN (not a number) value
  5. [isFinite](#) : Return whether a real value is a valid value (neither infinite not NaN)
  6. [FMod](#) : Returns the floating-point remainder of numer/denom (rounded towards zero)
  7. [FMatch](#) : Returns whether two floating point values are the same, within margin of error epsilon
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### **ATTRIBUTE** Infinity

[Math](#) \

<b>REAL8</b>	Infinity
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Return a real "infinity" value.

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## ATTRIBUTE NaN

Math \

REAL8	NaN
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Return a non-signalling NaN (Not a Number) value.

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## FUNCTION isInfinite

Math \

BOOLEAN	isInfinite
(REAL8 val)	

Return whether a real value is infinite (positive or negative).

**PARAMETER** val The value to test.

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## FUNCTION isNaN

Math \

BOOLEAN	isNaN
(REAL8 val)	

Return whether a real value is a NaN (not a number) value.

**PARAMETER** val The value to test.

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## FUNCTION isFinite

Math \

BOOLEAN	isFinite
(REAL8 val)	

Return whether a real value is a valid value (neither infinite not NaN).

**PARAMETER** val The value to test.

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## FUNCTION FMod

Math \

REAL8	FMod
(REAL8 numer, REAL8 denom)	

Returns the floating-point remainder of numer/denom (rounded towards zero). If denom is zero, the result depends on the -fdivideByZero flag: 'zero' or unset: return zero. 'nan': return a non-signalling NaN value 'fail': throw an exception

**PARAMETER** numer The numerator.

**PARAMETER** denom The denominator.

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## FUNCTION FMatch

Math \

BOOLEAN	FMatch
(REAL8 a, REAL8 b, REAL8 epsilon=0.0)	

Returns whether two floating point values are the same, within margin of error epsilon.

**PARAMETER** a The first value.

**PARAMETER** b The second value.

**PARAMETER** epsilon The allowable margin of error.

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