

Re: weird problem

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2007-01/msg03958.html

- *From:* Alef.Veld@xxxxxxxxxx
 - *Date:* 27 Jan 2007 02:45:19 -0800
-

On Jan 27, 12:57 am, j...@xxxxxxxxxxxxx (Jens Thoms Toerring) wrote:

I hope I didn't miss anything essential. Now again, this time with comments.

Now you print some text into 'o_tail->x' – please look again at what you are doing here. This isn't 'tmp->x' (as you told in a different post, 'o_tail' is the last element of the linked list and that's not what 'tmp->x' is except possibly in a single case). It seems at least strange that you put some random value into the last element of the linked list and don't use the newly allocated memory, pointed to by 'tmp->x' for that purpose, especially considering what's happening later.

Aaaaargh. How stupid of me. I can't believe i did not notice that. This explains a lot :-)

```
| while (search != NULL) {  
|  
| if (collisions>0 &&  
| collisions ==((grid_size - grid_start) * (grid_size -  
| grid_start)))
```

I already told you that the comparison between an integer and a float value for equality is rather likely not to work – you have to round

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the result of the floating point calculation to the nearest integer before you can do a meaningful comparison.

I'm going to use decimals. But maybe not testing for equality, but would it not be possible to do $1 > 00000000.2$ for example ? The reason why i initially used floats, is because, although i divided by \wedge grid in squares, i wanted . precision because i might want to later overlap certain squares.

And now a question about something else: why do you use floating point numbers for your grid points when you obviously only need integers?

See above answer.

You always round them anyway (by using the "%.0f" conversion specifier), so why use floats at all?

I rounded them off by %.1f so i would still have 10 units of floating point precision.

Lots of things are

probably going to be quite a bit simpler if you use integers instead.

I agree. There is another reason i used floats, but i have to look that up.

And now concerning the 'sizeof(float) + 7' thing from above (we already had an exchange about that in comp.unix.programmer and I am going to repeat parts of what I already wrote in the hope that it gets through this time). You asked:

I was under the wrong impression that i need to give sprintf a number of how many bytes i wanted to copy from the variable in question, be it int,float, char, etc. At least, that's what the manpages told me. The +7 was used to reserve some extra bytes for . precision. What would you

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get an idea what's it all about without having to sift through long and partly irrelevant texts. This, in turn, will increase the likelihood of getting useful replies to your questions.

Personally i don't mind to read top-posts, i just scroll from up to down instead of the other way around. Besides, i usually want to know the answer instead of the question so this save me alot of time. If i think the answer is interesting, i back up. I think the whole top-posting thing is getting way out of hand. As long as a post is readable and not written by a 5 year old, it should be ok by my standards.

I also personally get quite agitated by people pushing down their usenet etiquette down my throat (i don't mean specifically you, but i mean those who do not seem to have a life and actually suspect are usenet bots :-). I think there is something to say for both methods, be it top posting or bottom posting. Having said that, i will conform with the majority and top-post.
Halleluja :-)

Quoting properly is a different matter. My apologies if i did not cite properly. Since google groups the new version went live i now use this as it is noticeably faster (i do not have to wait 5 days for a post to be posted) but the quoting system leaves something to be desired. I will probably revert to my usenet agent again.

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 \ Jens Thoms Toerring ___ j...@xxxxxxxxxxxx
 _____ <http://toerring.de>

Thanks for your answers. They where really helpful.
Kind regards,
-alef

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