

# Re: Microcontroller Project

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  - *Date:* Tue, 28 Mar 2006 04:32:04 +0000 (UTC)
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In article <pan.2006.03.28.03.58.02.525694@xxxxxxxxxxx>, Keith <krw@xxxxxxxxxxx> wrote:  
[...]

isn't normally the case with 8051 sorts of systems. Math isn't something any sane person would want to do on an 8051.

I guess you're calling me insane then..... but then you go on to say:

When it's been required,  
I've found that fixed-point isn't all that tough to do at any precision. I learned how to do arithmetic (in arbitrary bases, even) over forty years ago. If floats are needed in an 8051 project, some PHB needs to stop breathing.

I've had to argue with "programmers" who write code on PCs. They don't seem to understand that a 32 bit fixed point number won't fit into a 32 bit float. Trouble shooting math in an 8051 is a lot easier than in a CPLD.

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kensmith@xxxxxxxx forging knowledge

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