

# Archived:Data type 'long double' lacks precision on Symbian (Known Issue)

---



Archived: This article is **archived** because it is not considered relevant for third-party developers creating commercial solutions today. If you think this article is still relevant, let us know by adding the template `{{ReviewForRemovalFromArchive|user=~~~~|write your reason here}}`.

C++ code that uses the `long double` floating point data type might not have the desired precision when used on Symbian/Open C.

## Solution

---

No known solution. Symbian does not support the `long double` data type, typically implemented as an 80-bit extended precision type. On Symbian, the `TReal` class (equivalent to `double`) 64-bit data type provides a range from about  $2.225074 \times 10^{-308}$  to about  $1.797693 \times 10^{+308}$ , and an accuracy of 15 decimal places.