

## CrystaX NDK - Bug #820

### Hex rounding of floating point values works wrong for ARM soft float

12/26/2014 07:00 PM - Dmitry Moskalchuk

<b>Status:</b>	Open	<b>Start date:</b>	12/26/2014
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	libcrystax	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	11.0.0	<b>Android version:</b>	
<b>CPU Architecture:</b>	arm	<b>CrystaX Version:</b>	
<b>Host OS:</b>			
<b>Toolchain:</b>			

#### Description

Running device test [armeabi]: crystax-test-stdio2 (test-printfloat)

```
/opt/android/android-sdk-mac/platform-tools/adb -s "HT011P800177" shell "cd /data/local/tmp/ndk-tests && LD_LIBRARY_PATH=/data/local/tmp/ndk-tests ./test-printfloat"
```

1..11

ok 1 - printfloat

ok 2 - printfloat

ok 3 - printfloat

ok 4 - printfloat

ok 5 - printfloat

ok 6 - printfloat

ok 7 - printfloat

ok 8 - printfloat

ok 9 - printfloat

ok 10 - printfloat

```
jni/test-printfloat.c:326: printf("%.11A", 0x1.23456789abcdep0) ==> [0X1.23456789ABDP+0], expected [0X1.23456789ABCP+0]
```

1

---> TEST FAILED!!

It only happens for 'armeabi' binaries, i.e. built in soft float mode

#### History

##### #1 - 12/26/2014 07:09 PM - Dmitry Moskalchuk

- Subject changed from `printf("%.11A", 0x1.23456789abcdep0)` produce wrong result for ARM soft float to Hex rounding of floating point values works wrong for ARM soft float

- Description updated

##### #2 - 12/27/2014 05:29 PM - Dmitry Moskalchuk

BTW, the same error happens when running this test on x86 emulator. On real x86 device test passed.

##### #3 - 12/28/2014 09:14 PM - Dmitry Moskalchuk

- Target version set to 10.1.0

##### #4 - 01/17/2015 10:15 PM - Dmitry Moskalchuk

- Target version deleted (10.1.0)

##### #5 - 01/18/2015 05:55 PM - Dmitry Moskalchuk

- Priority changed from Low to Normal

##### #6 - 06/20/2015 12:09 AM - Dmitry Moskalchuk

- Target version set to 10.3.0

##### #7 - 10/13/2015 04:55 PM - Dmitry Moskalchuk

- Target version changed from 10.3.0 to 11.0.0