

## Type Compatibility

The following tables shows which types are compatible, where source types are listed down the left hand side and destination types along the top.

src\dest	Bool (*)	Byte	DateTime	Decimal	Double	Int16	Int32	Int64	Single	String	Blob	Clob
<b>Bool (*)</b>	yes	yes	no	yes	yes	yes	yes	yes	yes	yes	no	yes
<b>Byte</b>	partial	yes	no	yes	yes	yes	yes	yes	yes	yes	no	yes
<b>DateTime</b>	no	no	yes	no	no	no	no	no	no	yes	no	yes
<b>Decimal</b>	partial	partial	no	yes	yes	partial	partial	partial	partial	yes	no	yes
<b>Double</b>	partial	partial	no	yes	yes	partial	partial	partial	partial	yes	no	yes
<b>Int16</b>	partial	partial	no	yes	yes	yes	yes	yes	yes	yes	no	yes
<b>Int32</b>	partial	partial	no	yes	yes	partial	yes	yes	partial	yes	no	yes
<b>Int64</b>	partial	partial	no	partial	partial	partial	partial	yes	partial	yes	no	yes
<b>Single</b>	partial	partial	no	yes	yes	partial	partial	partial	yes	yes	no	yes
<b>String</b>	partial2	partial2	partial2	partial2	partial2	partial2	partial2	partial2	partial2	yes	yes	yes
<b>Blob</b>	no	no	no	no	no	no	no	no	no	yes	yes	yes
<b>Clob</b>	no	partial2	partial2	partial2	partial2	partial2	partial2	partial2	partial2	yes	yes	yes

**yes:** types are compatible, conversion should always succeed.

**no:** types are not compatible

**partial:** types are compatible but not all values in the source are valid for the destination type. Conversion should always succeed for values that are valid in the destination. For other values, success depends on the **shift** and **truncate** parameters mentioned in section 2.1.

**partial2:**

for numeric destination types, types are compatible only if the source string value is numeric.

for dateTime destination, types are compatible only if the source string is in the FDO datetime format.