Posted by mirek on Sun, 06 Apr 2008 02:51:33 GMT

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I can agree, but I think more and more that the lack of width specs in C++ is really a nasty stuff. Now it's too late, but if I'd have to write a framework from scratch, I'd use some typedef'd int8, int16, int32 and so on stuffs.

Well, that might not be that good either.

I see "int" as type that is at least 32-bit (not correct, but reasonable guess today) and is the most optimal for target architecture.

There might be CPU where int is 64-bit and 32-bit bit int is in fact less optimal. In that case, using int32 everywhere would mean less optimal code.

Mirek