Subject: Re: Time for little quiz!
Posted by mirek on Tue, 02 Sep 2008 06:56:35 GMT

[quote title=nixnixnix wrote on Mon, 01 September 2008 18:04]ok I am not quite up to understanding the full consequences of the above conversation. However, the bit (excuse the pun) that interests me is:

how many bits does an "int" have when I compile on a 64 bit OS (linux or vista - I am trying both)?

If I want my documents to load and save (using Serialize(Stream&)) between 32 and 64 bit implementations of my software, do I need to replace all "int" with "int32"? I am guessing this is so but what else will I need to change please?
[quote]

It "depends".

With x86-64, int is still 32 bits. And in fact, AFAIK, this is the most common arrangement for 64-bit systems.

To get "true" 64-bit integer, types vary more, but with U++, you can just use "int64".

Quote:
char is still 16 bit right?

char is always 8 bit.

wchar is now 16 bit, but it seems like we have to go 32-bit soon. But that should not affect the existing code too much.

Quote:
float is always 32 bit right?
double is always 64 bit right?

Yes.

Quote:
what about bool?

Frankly, I do not know But I believe it is 1 for both GCC and MSC.

Quote:
what about String?

Current implementation 16. May change (before 2007, it was equal to sizeof(void*)).

Mirek