## Subject: Re: Improvements to several Lang.cpp functions
Posted by Novo on Tue, 17 Mar 2009 02:37:41 GMT

I don't insist on using alloca().
I'm pretty sure alloca() doesn't exist on gaming consoles, but it exists in msvc, glibc (Linux and BSD).

Below is an implementation of alloca(), which I found in GLIBC.

```
# define alloca(size) __builtin_alloca (size)

#ifndef NO_UNDERSCORES
#define __builtin_alloca ___builtin_alloca
#endif

ENTRY (__builtin_alloca)
 sub %sp, %o0, %sp /* Push some stack space.  */
 retl   /* Return; the returned buffer leaves 96 */
 add %sp, 96, %o0 /* bytes of register save area at the top. */
END (__builtin_alloca)
```

IMHO, using of alloca() is just safer and cleaner. But that is completely up to you.