Subject: Re: DLL and U++ type
Posted by mirek on Sat, 08 Apr 2006 10:55:17 GMT

mr_ped wrote on Sat, 08 April 2006 06:41Another way to pass around unknown pointers is to use (void *) type. I like this because I understand it even without knowing too much about C/C++ . (intptr_t is sort of higher magic for me)

There is nothing magic about intptr_t, just one of standard headers (I think stdlib.h, but not quite sure) has something like

```
#ifdef *****
typedef int intptr_t;
#endif

#ifdef *****
typedef _int64 intptr_t;
#endif
```

(where ***** depends on platform, compiler etc...)

Mirek