
Subject: Re: DLL and U++ type
Posted by [mirek](#) on Thu, 13 Apr 2006 16:22:58 GMT
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mr_ped wrote on Wed, 12 April 2006 08:01
(void *) is "language reference" thing and works for me.

There is a subtle but important difference between (void *) and uintptr_t - uintptr_t is `_integral_` type (like int or long). E.g. you can perform full integral arithmetics with it (example: think about printing the address contained in pointer

The problem uintptr_t solves is that there is no fixed fundamental type that can be safely used to store and retrieve pointers. It is e.g. "int" or "unsigned int" on most 32-bit platforms, but that is not true on 64-bit CPUs anymore.

Thus uintptr_t solves this issue.

Mirek
