Subject: [solved]An U++ equivalent of bzero ? (if not a sin)
Posted by xrysf03 on Sat, 02 Nov 2019 18:34:42 GMT
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Dear gentlemen,

while messing with my toy proggie, I've reached a point where I need to initialize an array of "double" (the double-length floating point type) - as an accumulation buffer of sorts.

Defined roughly as

double my_accu_buf[SOME_PARTICULAR_INTEGER_SIZE];

Can I just use the bzero() function that I know from GNU Libc? The MinGW compiler behind U++ cannot find that function, even if I #include <strings.h> . Ahaa, memset() does work (I don't even need to #include <string.h>). It's true that "man bzero" says "nono, deprecated, use memset() instead". Or is there some U++ equivalent? Or, should I refrain from using the unsafe and ugly, plain old C arrays, and use some container template instead? Such as the Vector... And of course I can just iterate across the array, but that feels so *meh* :d

Come to think of that, if I zero-pad the storage allocated behind a "double", do I actually achieve the same as
double my_var = 0; // ?

Recommendations welcome :)

Frank