Subject: Re: Make THISFN simpler and more powerful
Posted by Lance on Tue, 08 Oct 2024 18:01:45 GMT
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Didier wrote on Tue, 08 October 2024 13:25Hello Lance,

What compilers do with bit field is not covered by a standard and is implementation defined... so they do just about whatever they want.
BUT, something important is missing in you're code ! If you really want everything to be side by side, bit wise, you have to specify PACKED option on you're structs
search the web : __attribute__((packed, aligned(X))) or __PACKED__
This will force the compiler to 'pack' all the bits together not waisting anything : so you will have a stable size.

Note : positionning of the inside the struct is implementation defined ... so some compilers put them in on order, and others the other way around
==> you're code won't be very portable

Thanks for your reply, Didier.

I am fine with padding. I am having issues with the way MSVC padding this one to unnecessary increase object size.

Also, for union, I expect objects taking same memory address. MSVC failed to deliver. I don't know what the standard says. But it's a tradition dated back to old C.

Are compiler free to reorder data members with the same access privileges? I will have to double check. Thanks again.