
Subject: C++ issues (reply to PM)

Posted by [mirek](#) on Mon, 04 Dec 2006 08:54:41 GMT

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Quote:

1/ bool something:1; <-- I saw this a lot throughout the code... Never seen anything like it? What's it?

This tell the compiler to use only one bit to store the bool if possible.

Quote:

2/ I saw in W32proc you made a forwarded declaration of a function INSIDE the code (DispatchKey)?? Isn't that forbidden in C++?

Certainly not in DispatchKey. But AFAIK, it is allowed.

Quote:

3/ Could you take a look at this problem:

http://www.experts-exchange.com/Programming/Programming_Languages/Cplusplus/Q_22080677.html because I really can't find any -easy- solution (not even a difficult solution I can find without copying 30x the code).

Frankly, that is pretty poorly explained problem. Can you be more specific? Maybe more practical explanation would be in order. (E.g. this looks like you want to create a cache. Is that correct?)

Mirek