

---

Subject: Serialize long as uint64 on some platforms  
Posted by [busiek](#) on Sun, 31 Jul 2022 06:06:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

long has always size 4 on Windows and so Stream::operator%(long&) assumes it contains 32 bits data. It is not true on Linux or gcc compiler etc. I attach a patch for it. However it may not be complete as I am not sure what are the other areas of Core where this assumption is used.

Cheers,  
busiek

### File Attachments

---

1)  
[0001-Serialize-long-as-32-or-64-bit-integer-depending-on-.patch](#), downloaded 172 times

---