Subject: Serialize long as uint64 on some platforms
Posted by busiek on Sun, 31 Jul 2022 06:06:40 GMT
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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 249 times