
Subject: serialize and endians on non-x86 machines [BUG]

Posted by [iplayfast](#) on Fri, 24 Feb 2006 07:26:12 GMT

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I was tracing through the serialize example (wow this stuff is impressive).
One thing I noticed is that you are not taking endian into account. (Which is important for some processors.)

Something else which might be important to you when porting to different processors is some processors insist on even boundaries for integer values. That is structures like

```
pack(1)
struct S
{
char A;
int B;
};
```

Will cause an exception (and possible crash) when B is selected.

I've run into it when reading data from disk into a structure and then trying to access the data.

EDIT: new topic name by fudadmin

Subject: Re: serialize and endians

Posted by [mirek](#) on Fri, 24 Feb 2006 09:55:38 GMT

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Yes, correct. We are well aware about the issue (Stream.cpp, line 558:

```
///must be changed for nonIA32....  
Stream& Stream::operator%(bool& d)  
....  
).
```

non-x86 architectures are one of themes for this year. However, I believe that it cannot be done correctly before we start testing on real HW... (which is to happen soon with ARM/WinCE).

BTW, "///`" comment is used throughout the code to signal CPU dependent stuff.`

Mirek
