

# Re: bug in visual studio .net 2003 – breakpoints and memcpy

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*Source:*

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.kernel/2005-07/msg00464.ht>

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- *From:* "Eugene Gershnik" <[gershnik@xxxxxxxxxxxx](mailto:gershnik@xxxxxxxxxxxx)>
  - *Date:* Sun, 17 Jul 2005 14:42:01 -0700
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Slava M. Usov wrote:

> "Eugene Gershnik" <[gershnik@xxxxxxxxxxxx](mailto:gershnik@xxxxxxxxxxxx)> wrote in message  
> [news:uBtSirwiFHA.1460@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:uBtSirwiFHA.1460@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)  
>  
> [...]  
>  
>>> Indeed, why would anyone want to stick with a standard?  
>>  
>> Indeed why in this particular case?  
>  
> And C++ compilers must also compile VB code, right?

I don't see what your analogy has to do with this issue. Why in this particular case sticking to the standard is good?

>> Well the standard is obviously out of sync with reality.  
>  
> Out of sync with reality is somebody else. Your perception of reality  
> breaks down even on certain IA32 platforms, and the reality of the  
> standard is far more diverse.

I am not sure what you argue about. Again: GetProcAddress() can return a pointer to data. dlsym() can return pointer to function. Ergo, on Win32 and Posix (modern versions) the pointers are interchangeable. I am not sure where 'my perception of reality' breaks on IA32 so perhaps you could educate me.

As for the reality of the standard perhaps you program on the 'standard machine' using 'standard compiler'. I don't and I doubt anyone else does.

>> Googling on this issue reveals that even the standard committee  
>> members say so.  
>  
> Looking at the standard is a much more straightforward way of  
> listening to the committee members.

I see. So the standard was given to us on mount Sinai as the word of god rather than being written by these same committee members.

>  
> [...]  
>  
>> I still stand by what I wrote earlier. Either cast once and the cast  
>> will work or don't cast at all. The double cast doesn't buy anything  
>> here.  
>  
> Converting between pointers and integers is useful and can be  
> generally implemented;

No. If a pointer is say 128 bit and the largest integer only 64, there is no way you can implement such conversion.

Again I am not sure what exactly do you argue about. Please show me how

```
(void*)(int)pf;
```

leads to better code than

```
(void*)pf;
```

Note that an answer 'because it is standard' doesn't really explain anything. How the fact that it is standard makes this particular code (not code in general) better?

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Eugene

<http://www.gershnik.com>

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• *Follow-Ups:*

- ◆ ***Re: bug in visual studio .net 2003 – breakpoints and memcpy***  
    ◇ From: Slava M. Usov
- ◆ ***Re: bug in visual studio .net 2003 – breakpoints and memcpy***  
    ◇ From: Alexander Grigoriev
- ◆ ***Re: bug in visual studio .net 2003 – breakpoints and memcpy***  
    ◇ From: Eugene Gershnik

• *References:*

- ◆ ***bug in visual studio .net 2003 – breakpoints and memcpy***  
    ◇ From: Gareth Haslip
- ◆ ***Re: bug in visual studio .net 2003 – breakpoints and memcpy***  
    ◇ From: Alexander Grigoriev
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- Prev by Date: **Re: bug in visual studio .net 2003 – breakpoints and memcpy**
- Next by Date: **Re: Canonical names for kernel objects**
- Previous by thread: **Re: bug in visual studio .net 2003 – breakpoints and memcpy**
- Next by thread: **Re: bug in visual studio .net 2003 – breakpoints and memcpy**
- Index(es):
  - ◆ **Date**
  - ◆ **Thread**