

Re: C++/CLI Unions and Garbage collection

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.vc/2006-01/msg00406.html>

- *From:* "minorguy" <minorguy@xxxxxxxxxx>
 - *Date:* Fri, 20 Jan 2006 10:10:20 -0800
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Thanks for your response.

"Carl Daniel [VC++ MVP]" <cpdaniel_remove_this_and_nospam@xxxxxxxxxxxxxxxxxx>
wrote in message news:OiFVriYHGHA.2036@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

>

> No. The size of a reference is (I believe) undefined. It's certainly not
> 4 bytes on a 64-bit CLR.

>

Yeah, I figured it would be different on 64-bit. What I was looking for was whether it was defined at all, like C++ pointers are. Thanks.

.

• **References:**

- ◆ **C++/CLI Unions and Garbage collection**

◇ *From:* minorguy

- ◆ **Re: C++/CLI Unions and Garbage collection**

◇ *From:* Carl Daniel [VC++ MVP]

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