

Re: Moving from C++ to VC++

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2005-06/msg00417.html>

- *From:* "Bo Persson" <bop@xxxxxx>
 - *Date:* Mon, 13 Jun 2005 17:52:25 +0200
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"Doug Harrison [MVP]" <dsh@xxxxxxxx> skrev i meddelandet [news:1kr4nh0k58tg9\\$.198jrc1ms8etl.dlg@xxxxxxxxxxxxxx](news:1kr4nh0k58tg9$.198jrc1ms8etl.dlg@xxxxxxxxxxxxxx)
> On Mon, 13 Jun 2005 12:51:23 +0200, Hendrik Schober wrote:
>
>> > [...] Not to mention, your "no
>> > excuse" comment about 64 bit longs suggests you might use it
>> non-portably
>> > if it were available to you. I mean, if you're such a portable
>> guy, why
>> > would you even care about this?
>>
>> Because now I have to use '__int64'?
>
> At least your code would then capture your requirement for the type.

No it definitely does not!

It only documents that we need a rather long integer. What happens when we move on to the next generation?

Right, *some* of these will have to be changed into __int128. Which ones? Nobody knows!

Bo Persson

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- *Follow-Ups:*
 - ◆ [*Re: Moving from C++ to VC++*](#)
◇ *From:* Doug Harrison [MVP]
 - *References:*
 - ◆ [*Moving from C++ to VC++*](#)
◇ *From:* NoName

Re: Moving from C++ to VC++

- ◆ **Re: Moving from C++ to VC++**
 - ◇ From: Severian [MVP]
- ◆ **Re: Moving from C++ to VC++**
 - ◇ From: Victor Bazarov
- ◆ **Re: Moving from C++ to VC++**
 - ◇ From: Carl Daniel [VC++ MVP]
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 - ◇ From: Hendrik Schober
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