

## Re: Visual Studio 2005 x64 mode.

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*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2008-05/msg00089.html>

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- *From:* Tim Roberts <[timr@xxxxxxxx](mailto:timr@xxxxxxxx)>
  - *Date:* Wed, 07 May 2008 23:40:14 -0700
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stevensmith1010@xxxxxxxx wrote:

Hi Dave,  
the problem is I have a very huge code and to manually go and change to `__int64` would be very tedious....so thats why was thinking if there are some kind of compiler switches to force ints as `__int64's`..?

Nope. In an intuitive world, "long" would be 64 bits in a 64-bit compilation, as it is in gcc, but Microsoft decided we were all too stupid to handle that. In my opinion, that was a huge mistake.

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