

Re: Visual Studio 2005 x64 mode.

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2008-05/msg00199.html>

- *From:* Tim Roberts <timr@xxxxxxxx>
 - *Date:* Fri, 09 May 2008 19:16:19 -0700
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"Igor Tandetnik" <itandetnik@xxxxxxxx> wrote:

"Tim Roberts" <timr@xxxxxxxx> wrote:

stevensmith1010@xxxxxxxx wrote:

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.

I'm not sure I understand. `long _is_ 64-bit` in a 64-bit build, just like
in GCC. What again are you complaining about?

You are incorrect. In a Visual C++ 64-bit build, "long" is 32 bits.
`__int64` is the only built-in 64-bit type.

The fact that YOU got this wrong is a testimony to how non-intuitive this
move was.

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