

## Re: enum size in WinCE compiler

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*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded/2008-01/msg00076.html>

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- *From:* "Paul G. Tobey [eMVP]" <p space tobey no spam AT no instrument no spam DOT com>
  - *Date:* Mon, 7 Jan 2008 08:58:03 -0700
- 

As far as I can tell, no, there's no way to change the size of the enum. Let me ask you this, though: why would you want to do that? Any memory savings from reducing the size of an enum is going to be swamped by the slowness of accessing it, at least on any non-x86 processor. If you have a packed structure that you're sending over the network or something, you're best-off just declaring the size of the field as an intrinsic type, char, short, or whatever, and assigning from your enum, as necessary.

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```
typedef enum { packet1 = 1, packet2 = 2, packet3 = 3 } PacketType;
```

```
#pragma pack( push, 1 )
```

```
typedef struct  
{  
char packetType;  
short packetLength;  
unsigned char packetData[1];  
} NetStruct;
```

```
#pragma pack( pop )
```

etc.

```
packet.packetType = (char)packet1;
```

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Paul T.

"Dinesh" <mittals.dinesh@xxxxxxxxxx> wrote in message  
<news:Ot6g%23FGUIHA.5980@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

Thanks , Could you please give me the MSDN reference to this extension. I couldn't see it in WinCE documentation and when I tried using this syntax, I get compilation errors!

Re: enum size in WinCE compiler

cheers

"James Hayhurst" <jameshay@xxxxxxxxxxxxxx> wrote in message  
[news:evZTA%23BUIHA.4360@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:evZTA%23BUIHA.4360@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)

I believe you can do something like:

```
enum MyEnum : unsigned char {  
// ...  
};
```

I think that this is an MS specific extension though, so it probably  
won't be portable.

-James

"Dinesh" <mittals.dinesh@xxxxxxxxxx> wrote in message  
[news:u\\$D4ro7TIHA.6036@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:u$D4ro7TIHA.6036@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)

Hi All,  
Is there anyway to alter the size of enum data types with  
WinCE  
compiler? I understand in WinCE OS, a enum data types  
always assumes 4  
bytes. Several compilers like GCC, ARM Compilers  
definitely provide the  
option, why not wince?

cheers,  
Mithi