64 Bit Support

Support for building with **64 bit** has been **added**. Please note that **32 bit** builds are **no longer supported**. In order to obtain a 64 bit build, one has to configure the build to use a 64 bit compiler. This can be done during CMake configuration. This configuration step can be performed during CMake setup. For users with Visual Studio versions earlier than Visual Studio 2019 (version 16), make sure to select 'x64' as the optional platform for the generator during CMake configuration.

Doing this will automatically enable the CMake variable FEATSTD_64BIT_PLATFORM which is further used in Candera.

Two new types have been introduced for unsigned and signed integers which extend to the correct size when used in a 64 bit system. These are **FeatStd::SizeType** and **FeatStd::OffsetType** (equivalent to std::size_t type and std::ptrdiff_t types).

> The API has been adapted at various locations to use FeatStd::SizeType and FeatStd::OffsetType instead of integer types. Application code using a previous version will be compatible due to implicit integer conversion. Please take care on compiler warnings related to type conversions, alignment casts and signed/unsigned comparisons.

Revision #3
Created 2023-03-02 05:48:27 UTC by Kanai Tomoaki
Updated 2024-02-28 06:27:18 UTC by Kanai Tomoaki