FeatStd Platform

64 Bit Support

Support for building with 64 bit has been added. In order to obtain a 64 bit build, one has to configure the build to use a 64 bit compiler. Doing this will automatically enable the CMake variable FEATSTD_64BIT_PLATFORM which is further used in FeatStd. If a 32 bit compiler is used, the CMake variable FEATSTD_32BIT_PLATFORM will be enabled automatically.

Two new types have been introduced for unsigned and signed integers which extend to the correct size when used in a 64 bit system or a 32 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.

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