Re: working with addresses

Source: http://coding.derkeiler.com/Archive/C_CPP/alt.comp.lang.learn.c−cpp/2004−01/0553.html

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From: pcrAKAJumbo (*nospam*)
Date: 01/12/04

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Date: Mon, 12 Jan 2004 01:49:08 −0000
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"Josh Sebastian" <curien@cox.net> wrote in message
news:pan.2004.01.12.00.39.00.359025@cox.net...
> On Mon, 12 Jan 2004 00:18:20 +0000, pcrAKAJumbo wrote:
>
> > "Richard Heathfield" <dontmail@address.co.uk.invalid> wrote in message
> > news:btsfupieg1@hercules.btinternet.com...
> >> pcrAKAJumbo wrote:
> >
> > But if you CPU is addressing in 32 bit mode you cannot simply start
> > addressing with 10 bit addresses.
> > That's nonsense.
>
> Pentium4 CPUs have two addressing modes: 32−bit and 36−bit.
> In the early x86 days, there were 16− and 32−bit addressing modes.
>
> And that's just a couple of examples for PCs. If you leave the x86 world,
> it can get even more convoluted.

Yes but it is not a trivial operation to switch addressing modes.
If a program is designed to work in 32 bit mode it won't work in 16 bit
mode.
>
> >> in a 32−bit array, he would prefer to see:
> >>
> >> 00000000110011101011001010111110
> >>
> >> rather than
> >>
> >> 11001110101100101011111000000000
> >>
> > Too right I don't understand it.
> > What the heck are you talking about now? These are two completely
> > different numbers.
>
> They both have the same bit−sequence, just aligned differently.

They are two completely different numbers.

At a quick glance it looks like the lower one is the upper multiplied by 2^8
or something.

>
> > *Yes but in this example I am *obviously* talking about a PC with a 32*
> > *bit address bus.*
>
> *Is an "address bus" what addresses use to get to work in the morni*