Re: Doubt in memcpy() and memset()

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2006−12/msg01434.html

- *From*: Kenneth Brody <kenbrody@xxxxxxxxxxx>
- *Date*: Thu, 07 Dec 2006 13:41:00 −0500

Tom St Denis wrote:

> Kenneth Brody wrote:
>
> > No, but if you are passing an int rather than unsigned char, it
> > may need to zero−fill the rest of the int before passing it.
>
> unsigned char x;
> int ix;
>
> x = 4;
> ix = x;
>
> What am I missing?
>
> totally legal conversion provided you keep the values in x to the
> portable range.

I may be mistaken here, but...

```
extern void foo(unsigned char c);
extern void bar(int i);

void foobar()
{
unsigned char c = 'x';

foo(c);
bar(c);
}
```

Here, the call to foo() can push the single byte of c (if the system allows one to push a byte), or load the byte into a register and then push the register. However, the call to bar() requires that the byte be loaded into a register, while zero−filling the register prior to pushing it on the stack.

Perhaps something like:

load al,[c]
push eax
call foo

xor eax,eax
load al,[c]
push eax
call bar

(Yes, this example assumes the concept of registers and a stack.)

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| Kenneth J. Brody | www.hvcomputer.com | #include |
| kenbrody/at\spamcop.net | www.fptech.com | <std_disclaimer.h> |
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