

## Re: Structure size directives

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*Source:* [http://coding.derkeiler.com/Archive/C\\_CPP/comp.lang.c/2007-12/msg01065.html](http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2007-12/msg01065.html)

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those who know me have no need of my name wrote:

Unaligned accesses to objects, should be banned. It has nothing to do with portable C code, it might trigger a core dump on non-x86 CPU.

even on x86 systems with the right option enabled.

but i think jacob's point is that people want these "dense" struct's and that there should be a way to get the compiler to emit the code necessary to marshall the data. some systems would turn off or on some option while the program is running, other systems would need the type of handling often seen in c code for marshalling "plain" structs into and out of arrays of unsigned char, etc...

This is opinion, but I think he, and they, are mistaken. Code has quite different objectives today than it used to. There was a time when memory was extremely precious, and we took almost all options to economize it. Today, memory (and disk storage) is cheap, and we use it freely. However nothing has reduced the need for clear and understandable code.

BTW, please do not strip attributions for material you quote.

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