

# Access to a ridiculous computer? :-D

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*Source:* [http://coding.derkeiler.com/Archive/C\\_CPP/comp.lang.c/2008-01/msg00112.html](http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2008-01/msg00112.html)

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- *From:* "Tomás Ó hÉilidhe" <[toe@xxxxxxxxxxx](mailto:toe@xxxxxxxxxxx)>
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Has anyone here got access to a ridiculous computer? Something like:

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CHAR_BIT == 9
PADDING_BITS(int) != 0
NUMBER_SYSTEM == SIGN_MAGNITUDE
Null pointer bit pattern == All ones
```

I'm writing some fully-portable code and would love to actually compile it for, and test it on, a very strange machine :-D

Or does anyone know of a particular machine I could get my hands on very cheaply just for playing around with, something very strange which I can get a compliant C89 compiler for? An old supercomputer perhaps? The main thing I'd want is a strange value for CHAR\_BIT, but I'd be ecstatic if the integer types had padding aswell!

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Tomás Ó hÉilidhe  
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