

Re: Conditional compile if 64-bit cpu, in .xs ?

Source: <http://coding.derkeiler.com/Archive/Perl/comp.lang.perl.modules/2006-08/msg00218.html>

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 - *Date:* Tue, 29 Aug 2006 12:57:54 +1000
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..

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OK, I think I get it...
You mean in Makefile.PL have, if ($Config{use64bitint}) then
DEFINE => '-DMY_64bit_FIX_NEEDED',
and then put
#ifdef MY_64bit_FIX_NEEDED
v0 &= 0xffffffff;
#endif
in the .xs ?
```

Yep – that's what he means.

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Presumably in this case I'd be looking for \$Config{use64bitint} ?

I think you can configure a perl with 'use64bitint' on a 32-bit architecture iff the compiler supports the 'long long' type.

Maybe that doesn't matter wrt what you're trying to do (though your original post specified 64-bit architectures) or maybe there's a need to also check \$Config{longsize} ... or maybe something else .

I found this in config.h:

```
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/* USE_64_BIT_INT:
```

```
* This symbol, if defined, indicates that 64-bit integers should
```

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- * be used when available. If not defined, the native integers
- * will be employed (be they 32 or 64 bits). The minimal possible
- * 64-bitness is used, just enough to get 64-bit integers into Perl.
- * This may mean using for example "long longs", while your memory
- * may still be limited to 2 gigabytes.

*/

/* USE_64_BIT_ALL:

- * This symbol, if defined, indicates that 64-bit integers should
- * be used when available. If not defined, the native integers
- * will be used (be they 32 or 64 bits). The maximal possible
- * 64-bitness is employed: LP64 or ILP64, meaning that you will
- * be able to use more than 2 gigabytes of memory. This mode is
- * even more binary incompatible than USE_64_BIT_INT. You may not
- * be able to run the resulting executable in a 32-bit CPU at all or
- * you may need at least to reboot your OS to 64-bit mode.

*/

Cheers,
Rob

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