

## Re: PATCH 1/2: Make gotoxy & siblings use unsigned variables

**Source:** <http://linux.derkeiler.com/Mailing-Lists/Kernel/2004-01/2384.html>

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**From:** Nigel Cunningham ([ncunningham\\_at\\_users.sourceforge.net](mailto:ncunningham_at_users.sourceforge.net))

**Date:** 01/09/04

Date: Sat, 10 Jan 2004 08:43:55 +1300

To: root@chaos.analogic.com

You might be right. I was just being consistent with the other definitions. Andrew? Benjamin?

Regards,

Nigel

On Sat, 2004-01-10 at 08:22, Richard B. Johnson wrote:

> On Sat, 10 Jan 2004, Nigel Cunningham wrote:

>

>> *This patch makes console X and Y coordinates unsigned, rather than signed. Issues with wide (> 128 char?) consoles, seen when developing Software Suspend's 'nice display' are thus fixed. A brief examination of related code showed that this use of signed variables was the exception rather than the rule.*

>>

>> *Regards,*

>>

>> *Nigel*

> *[SNIPPED...]*

>

> *Question: Shouldn't we be using "size\_t" for unsigned int, and "ssize\_t" for signed? If the "ints" are going to be changed, they probably should be changed only once. As I recall, size\_t was the largest unsigned int that would fit into a register and ssize\_t was the largest signed int that would fit.*

>

> *Cheers,*

>

> *Dick Johnson*

> *Penguin : Linux version 2.4.22 on an i686 machine (797.90 BogoMips).*

> *Note 96.31% of all statistics are fiction.*

>

>

> -

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My work on Software Suspend is graciously brought to you by  
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