

## Re: 64 bit or 32 bit

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Grant Edwards <[grante@visi.com](mailto:grante@visi.com)> writes:

> On 2004-04-07, Villy Kruse <[vek@station02.ohout.pharmapartners.nl](mailto:vek@station02.ohout.pharmapartners.nl)> wrote:

>

>>> *There is no relationship required between the size of integral  
>>> types and the size of pointers. That's how Microsoft can get  
>>> away with sizeof(void\*)==8 but sizeof(int)==4 in Win64. A  
>>> mistake, in my opinion, but once again they didn't check with  
>>> me first.*

>>

>> *A mistake alsof implemented by among others ny Sun  
>> Microsystems. Anyway, for several reasons we sometimes do  
>> need a 4 byte interger type so if short is 2 bytes and int 8  
>> bytes then the 4 byte integer type will be missing.*

>

> *unsigned long short aFourByteVariable;*

So when processors become 256-bit, what will we get?

char = 8 bits

short short = 16 bits

short = 32 bits

long short = 64 bits

int = 128 bits

long = 256 bits

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