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Subject: pointer handling in base/source/swaplw.c can fail on 64 bit systems

Posted by [Volker Friese](#) on Wed, 28 Jan 2015 18:15:49 GMT

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Bug report of W. Müller, forwarded from the CbmRoot redmine:

The 1995 vintage code in base/source/swaplw.c uses the construct

```
switch ( (int) p_dest)
{
  case 0:      /* source == destination /
  ...
  default:    / source != destination */
  ....
}
```

The pointer to int cases causes a

warning: cast from pointer to integer of different size [-Wpointer-to-int-cast]

warning in gcc. This construct will fail when p\_dest is exactly on a 4 GB border, in that case p\_dest is != 0 but the cast int will be zero (taking the lower 32 bit only). Unlikely, but possible.

This should be rephrased as

```
if (p_dest) {
  ...
} else {
  ...
}
```

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Subject: Re: pointer handling in base/source/swaplw.c can fail on 64 bit systems

Posted by [Dmytro Kresan](#) on Thu, 29 Jan 2015 10:13:37 GMT

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Hello Volker,  
I will implement the changes you proposed.  
Best regards,  
Dima

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