

# EYROFORTH 2020 “RÖHÉ”

Preparing for 64 bit  
(Praeparatio ad LXIV frenos)

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# EYRFORTH 2020 “Röhe”

## Preparing for 64 bit

*Why 64 bit anyway?*

Numerical accuracy?



Addressing range?



Interface with:

- a) Operating system
- b) Libraries



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## Preparing for 64 bit

*Previous experience?*

16 bit to 32 bit

FIG-like 16 bit

MPE Forth on WIN32S

1993

***Can't remember a thing about it!***

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## Preparing for 64 bit

*Critical differences*

**1**

A CELL is no longer an int

Int is still 32 bits

Therefore, @ and ! don't work with ints any more

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*Critical differences*

2

Careless Extern: declarations don't work any more

e.g. Enumerations are not ints

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*Critical differences*

**3**

Anything ending with a `_t`

The good news is, the Linux 2038 problem goes away!

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## Preparing for 64 bit

### *Solutions*

#### **1**

A bit radical, this.....

Get rid of @ and !

- a) Use VALUEs instead of VARIABLEs
- b) Fetch / store ints in structures using L@ and L!

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## Preparing for 64 bit

### *Solutions*

**1**

Even more radical...

Get rid of fetch & store completely

Access structure elements like VALUES

See my main paper

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## Preparing for 64 bit

### *Solutions*

#### 2

- a) Go through every Extern: and ensure prototypes match exactly
- b) Go through every type definition and ensure size is correct

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*Solutions*

3

Check every access to things that end in \_t

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Preparing for 64 bit

*Did it work?*

Bit early to tell!