While testing my program, I sometimes run into an error where the newInteger function will take some weight \( w \) and spit out an integer with a completely different value, or sometimes no value whatsoever.

This results in incorrect weights (\( u \) to \( v \) will be weight 6, \( v \) to \( u \) will be some arbitrary number from random bits) and segfaults when an integer prepared just like all the other ones will suddenly not have a value.

It seems to be a buffer issue or something, as it's fixed (messily) by a dummy newInteger call.

Any advice or mockery? Do we even need integer objects?

Obviously I'm using the default integer.c.