Subject: Saving Space  
Posted by ambyle on Wed, 07 Sep 2016 05:57:37 GMT  
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Is it permissible to use a union instead of a struct for a value, so as not to allocate space for all of the types when only one is needed? If I am mistaken in my interpretation of where to use a union please let me know.

Subject: Re: Saving Space  
Posted by lusth on Wed, 07 Sep 2016 10:55:57 GMT  
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A union is fine. Back when memory was dear, people used unions to save any space they could. Now that memory is plentiful, unions aren't needed so much.

Subject: Re: Saving Space  
Posted by jarobinson3 on Wed, 07 Sep 2016 22:29:49 GMT  
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Just for those who might try to use unions as a way to convert from one type to another, don't. That behavior is as undefined and is dependent on your compiler, computer, and current weather.

Subject: Re: Saving Space  
Posted by lusth on Wed, 07 Sep 2016 22:56:23 GMT  
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Meaning, you can't stick an int into a union and then read it as a double, for example.

Sticking an int into a union and reading it as an int is fine. As is sticking a double into the same union and reading it as a double.