While testing my program, I sometime 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.

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The short and rude answer is you do not technically need integer.c for weights. The more helpful answer is, if you still have an issue, PM or email me and we can talk about it after class Thursday.