

CrystaX NDK - Bug #815

printf("%tu", (size_t)-1) produce wrong string on 32-bit platforms

12/26/2014 04:22 PM - Dmitry Moskalchuk

Status:	Open	Start date:	12/26/2014
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	libcrystax	Estimated time:	0.00 hour
Target version:	11.0.0	Android version:	
CPU Architecture:	arm, mips, x86	CrystaX Version:	
Host OS:			
Toolchain:			

Description

It produce "18446744073709551615" (UINT64_MAX) instead of "4294967295" (UINT32_MAX)

History

#1 - 12/26/2014 04:24 PM - Dmitry Moskalchuk

Don't forget to update tests/device/crystax-test-stdio2 when it fixed

#2 - 12/26/2014 04:25 PM - Dmitry Moskalchuk

- Subject changed from printf("%tu", (size_t)-1) produce "18446744073709551615" (UINT64_MAX) on 32-bit platforms, however it should be "4294967295" (UINT32_MAX) to printf("%tu", (size_t)-1) produce wrong string on 32-bit platforms

- Description updated

- Category set to libcrystax

#3 - 12/28/2014 09:13 PM - Dmitry Moskalchuk

- Target version set to 10.1.0

#4 - 01/17/2015 10:14 PM - Dmitry Moskalchuk

- Target version deleted (10.1.0)

#5 - 01/18/2015 05:55 PM - Dmitry Moskalchuk

- Priority changed from Low to Normal

#6 - 06/20/2015 12:08 AM - Dmitry Moskalchuk

- Target version set to 10.3.0

#7 - 10/13/2015 04:55 PM - Dmitry Moskalchuk

- Target version changed from 10.3.0 to 11.0.0