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Subject: : AmigaOS4

Topic: : signed char became unsigned ?

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@All

Have some theoretical question.

I do work on some part of a game, which is C++ and which have such a class:

```
class Door : public Object
{
public :
    ...balbalba...

private :

    ...balbalba...

    char _direction;

    ...balbalba...
};
```

Now, in the code of the game, depending on the needs, we have set `_direction` to be 1 or -1. Like this:

```
void Door::setDirection(core::vector3df ref)
{
    if (_doorType == DT_ROTATE_X)
    {
        if (ref.Z < _rotateCenter->getPosition().Z) _direction = 1;
        else _direction = -1;
    }
    else if (_doorType == DT_ROTATE_Z)
    {
        if (ref.X < _rotateCenter->getPosition().X) _direction = -1;
```

```
else _direction = 1;  
}  
}
```

And when I build it for win32 and when puts prints with %d in relevant parts, it prints 1 or -1 when should.

But when I do the same on amigaos4, it prints then 1 and 255 instead of 1 and -1 (i.e. -1 became 255).

I.e. exactly the same code line per line. Just 2 binaries, one for aos4 and one for win32.

I feel it's something trivial, just can't get what. Does it look like signed char become unsigned? Maybe I need specially specify that this is signed? Or maybe some flag to GCC need to be passed, or it just bad code-practice somewhere?

Maybe in win32 pure "char" mean "signed char", but on amigaos4 pure "char" mean "unsigned char" ?:)