

# unbreaking alloca

**Source:** <http://unix.derkeiler.com/Mailing-Lists/FreeBSD/arch/2003-06/0179.html>

---

**From:** Dag-Erling Smorgrav (*des\_at\_ofug.org*)

**Date:** 06/14/03

To: arch@freebsd.org

Date: Sat, 14 Jun 2003 17:27:04 +0200

David's latest commit to cdefs.h breaks the build by causing lint to fail for every source file that directly or indirectly includes <sys/cdefs.h>; it will similarly cause non-GNU compilers to fail on the same files. This is entirely unnecessary as the patch was only meant to add alloca(3) support on compilers that support it.

I'd like to commit the attached patch (after suitable testing of course). It removes all mention of alloca(3) from cdefs.h, and instead modifies the declaration in stdlib.h so that GNU compilers see alloca(sz) defined to \_\_builtin\_alloca(sz) while other compilers (and linters) see a regular prototype.

I would also like to add (at some future date) a link-time warning for alloca(3) similar to what we already have for gets(), mktemp() etc.

DES

--

Dag-Erling Smorgrav - des@ofug.org

---

freebsd-arch@freebsd.org mailing list

<http://lists.freebsd.org/mailman/listinfo/freebsd-arch>

To unsubscribe, send any mail to "freebsd-arch-unsubscribe@freebsd.org"

---

- text/x-patch attachment: [alloca.diff](#)