

## Re: pid\_t data type

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- *From:* Rainer Weikusat <[rweikusat@xxxxxxxxxxx](mailto:rweikusat@xxxxxxxxxxx)>
  - *Date:* Fri, 21 Mar 2008 14:11:19 +0100
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"jason.cipriani@xxxxxxxxxx" <[jason.cipriani@xxxxxxxxxx](mailto:jason.cipriani@xxxxxxxxxx)> writes:

On Mar 18, 3:02 pm, Rainer Weikusat <[rweiku...@xxxxxxxxxxx](mailto:rweiku...@xxxxxxxxxxx)> wrote:

"jason.cipri...@xxxxxxxxxx" <[jason.cipri...@xxxxxxxxxx](mailto:jason.cipri...@xxxxxxxxxx)> writes:

On Mar 18, 5:48 am, Rainer Weikusat  
<[rweiku...@xxxxxxxxxxx](mailto:rweiku...@xxxxxxxxxxx)> wrote:

[snip]

Does it say somewhere that pid\_t will never be a pointer type, or some other type, like a float (which, while strange, is fine since it's hidden behind the typedef)?

It does:

<URL:<http://www.opengroup.org/onlinepubs/000095399/basedefs/sys/types.h.ht...>>

I see. It also says:

"The implementation shall support one or more programming environments in which the widths of blksize\_t, pid\_t, size\_t, ssize\_t, suseconds\_t, and useconds\_t are no greater than the width of type long."

If you take that to mean that *\*all\** supported "programming environments" have pid\_t with width no greater than the width of type long, then it *\*is\** safe to store pid\_t's in a long. Is there something that indicates that it's not?

If a process id can be stored in an object of some particular integer type does not depend on the type used to represent process ids by the implementation but on the value of the process id. The maximum value

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of the pid\_t type limits the maximum possible value of a process id, but this only means that the maximum actual value of it must be less than or equal to the