

## SOFTWARE - Bug #5113

### MINOS code doesn't run when build 64-bit

12/19/2013 01:28 AM - Robert Hatcher

<b>Status:</b>	New	<b>Start date:</b>	12/19/2013
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
The MINOS code doesn't run when built 64-bit. As time goes by it may be more difficult to build 32-bit executables (as support libraries drop 32-bit builds). This was investigated at one point, but probably needs revisiting.			

#### History

##### #1 - 12/19/2013 01:34 AM - Robert Hatcher

If I remember correctly there were two (maybe more) concerns:

- Candidates were possibly storing a pointer as an int (32bit). Need to track this down and see if we can schema evolve to Long64\_t
- Concern over the Geant3 interface/code used for ParticleTransportSim. If it still has ZEBRA vestiges then it could be problematic, but if that's been replaced by something else it may be a non-issue
- ?? other got'ya issues

Luke's initial effort is in CVS under Contrib/64bit if someone wants to start looking again.