

## Packing your structures

Here are two techniques to force C to byte align your structures (vs. word aligning your structures which is the default on some machines). These techniques are not guaranteed to be portable to all C compilers but will work on the CSL machines.

- 1) This technique requires you to add this to each structure that might be impacted by padding (so all of them to be safe):

```
__attribute__((packed))
```

For example:

```
struct ex3
{
    char char1;
    short short1;
    int int1;
    char char2;
} __attribute__((packed));
```

- 2) Alternatively you could also use the `#pragma pack(1)` to do the same thing. I have not personally used this approach but google says it should work.

Before you declare your structs you would put in your .c file:

```
#pragma pack(1)
```

For example:

```
#pragma pack(1)

struct ex3
{
    char char1;
    short short1;
    int int1;
    char char2;
};
```