

__m64

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Microsoft Specific

The `__m64` data type is for use with the MMX and 3DNow! intrinsics, and is defined in `<xmmmintrin.h>`.

C++

```
// data_types__m64.cpp
#include <xmmintrin.h>
int main()
{
    __m64 x;
}
```

Remarks

You should not access the `__m64` fields directly. You can, however, see these types in the debugger. A variable of type `__m64` maps to the MM[0-7] registers.

Variables of type `__m64` are automatically aligned on 8-byte boundaries.

The `__m64` data type is not supported on x64 processors. Applications that use `__m64` as part of MMX intrinsics must be rewritten to use equivalent SSE and SSE2 intrinsics.

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