
Subject: Re: What happened to long ints?
Posted by [tercero12](#) on Wed, 15 Mar 2006 18:35:16 GMT
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luzr wrote on Wed, 15 March 2006 11:52

Well, it is true that number of fundamental types that can be directly stored into Value is deliberately limited to bool, int, double and int64.

In practice, however, the question is why do you need to store long int? If you just want to store 32-bit value, use "int" (typecast if you source contains long). In U++ int is required to have at least 32 bits. If you need 64, use int64.

Mirek

I mentioned that I'm doing this for a school assignment. Part of the assignment is that the "computer" that we are emulating has 32-bit registers. This is fine and I could use ints or int64s but when I use EditInt, it just can't seem to handle 2^{32} unique values. I guess this may be the real rub. Thoughts?
