tercero12 wrote on Wed, 15 March 2006 13:35luzr 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?

I see. You need unsigned, what you get is signed with Null, right?

I guess, the right solution is to define Convert using int64, limit it to unsigned 0-2^32 range, use its
regular Null if needed. Use this Convert to customize your editfield (you can also learn it other
useful things like hexadecimal syntax etc...)

Mirek