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Subject: Re: FIX: UPP::Scan returns int64 for INT\_V  
Posted by [kohait00](#) on Thu, 19 May 2011 07:35:35 GMT  
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you're right as usual  
the int64 return needs to be addressed as well.

in this case i'd vote for separating the ConvertInt::Scan and ConvertInt64::Scan, so they both deal respectively with their proper minval maxval, so we have the INT\_MAX/INT\_MIN issue only in constructors. i think that's be more clean...

so i'd be

```
Value ConvertInt::Scan() { /**/ return int(v); }  
Value ConvertInt64::Scan() { /**/ return v; }
```

i also thought of swapping derive order, to have ConvertInt->ConvertInt64. this would make possible to have a short ConvertInt::Scan like

```
Value ConvertInt::Scan()  
{  
    Value v = ConvertInt64::Scan();  
    if(!IsErrorValue(v)) return int(m);  
    return v;  
}
```

maybe that's an even cleaner option..

BTW: ConvertInt64 daysichain stuff returns ConvertInt& instead ConvertInt64&

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