
Subject: Re: unsigned long / uint64 from Value type
Posted by [Klugier](#) on Mon, 08 Jan 2024 20:47:05 GMT
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Hello,

Looking at the code it seems that EditInt64 is basing on int64 type (CtrlLib/EditCtrl.h - line 309):

```
typedef EditMinMax<int64, ConvertInt64>      EditInt64;
```

So, to add support for unsigned type (uint64) there is a need for expansion of this code. There is a need to add following entries:

```
typedef EditMinMax<uint64, ConvertUInt64>      EditUInt64;  
// ...  
typedef EditMinMaxNotNull<uint, EditUInt64>    EditUInt64NotNull;  
// ... (Many lines later there is something called spin variant)  
typedef WithSpin<int64, EditInt64>             EditInt64Spin;
```

Also, there is a need to implement following classes:

```
class ConvertUInt64  
class EditUInt64
```

I personally think that supporting unsigned variants would be nice. However, I don't have much time now to implement it by myself. However, if you want to help you can try to expand CtrlLib in the places I have mentioned. After expansion you can create PR to our official repo and then these changes should be in master and in future releases of U++.

Don't forget to modify CtrlLib.usc. There would be good to have these new controls out of the box in layout designer!

In case of any questions please feel free to ask.

Klugier
