Subject: Re: unsigned long / uint64 from Value type
Posted by EspressoMan on Tue, 16 Jan 2024 10:36:09 GMT
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Ok Klugier
It's a total distraction from my current project but it's probably a good exercise to try - I have questions...

1) Is there a diagram of how all the (control) classes inter-relate? I mean the full U++ framework hierarchy?

2) I am assuming that the proposed 'EditUint64' control is similar to the implementation of 'EditInt64'? I searched through the source dirs and found:
 struct ConvertInt64 : public ConvertInt in Core/Convert.h
But I couldn't find the declaration for EditInt64. Which header is it in?

3) When searching for the above, I found quite a few references to the int64 type in the context of converting that to/from 'Value'
for example:
Class Ref in ValueUtil.h
Struct IniInt64 in Util.h
ReadInt64() and ReadNumber64() in Parser.h

I'm also wondering about other unsigned integer types... Any comments or guidance would help to clarify the process for me.

Cheers
Colin