
Subject: Re: unsigned long / uint64 from Value type
Posted by [EspressoMan](#) on Sat, 20 Jan 2024 02:01:41 GMT
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Hi again Klugier
So I added the following section to CtrlLib.usc

```
// cjm 2024-01-17 17:32:45
// Effectively just copied from IntStr & EditInt64 above but changed types to uint64

fn IntStr64(x)
{
    return x == :IntNull || x < :DbINullLim ? "" : to_string(x); // :IntNull, :DbINullLimit ???
}

ctrl EditUInt64
{
    group "Input fields";
    >EditNotNull;
    uint64 Min;
    uint64 Max;

    PaintData(w) { PaintMinMax(w, "UInt64", IntStr64(.Min), IntStr64(.Max)); } // Note function name
change
}

// cjm 2024-01-17 17:32:45
```

This compiles no problem. However, there's something a strange when I try to add the control to my Layout. Clearly the Paint process is not happy!

Specifically, the PaintData(w) { PaintMinMax(...); } is giving me the following error message in the console of Layout designer

```
...PaintData: lambda.PaintData(): PaintMinMax: IntStr64: lambda.IntStr64():
/opt/upp/uppsrc/CtrlLib/CtrlLib.usc(895,49): invalid values for comparison array < double
```

I have searched the site and forums and can find no reference to :IntNull and :DbINullLim

Can you please suggest what is happening? It's fairly obviously to do with the type of Min and Max being set as uint64

Thanks
Colin

File Attachments

1) [Screenshot from 2024-01-20 14-55-36.png](#), downloaded 317 times
