## Subject: Re: unsigned long / uint64 from Value type Posted by EspressoMan on Sat, 20 Jan 2024 02:01:41 GMT

View Forum Message <> Reply to Message

```
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 :DblNullLim

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 272 times