
Subject: Re: unsigned long / uint64 from Value type
Posted by [mirek](#) on Sat, 16 Mar 2024 15:59:14 GMT
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Hi,

I suppose this is one-off case, so adding this to U++ or even .usc is not worth it. I would to this:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct U64Convert : Convert {
    Value Format(const Value& q) const override {
        return FormatUInt64((uint64)(int64)q);
    }

    Value Scan(const Value& text) const override {
        uint64 x;
        bool overflow = false;
        String s = ~text;
        if(ScanUInt<char, byte, uint64, 10>(x, s))
            return (int64)x;
        return ErrorValue("Invalid number");
    }
    int Filter(int chr) const override {
        return CharFilterDigit(chr);
    }
};

GUI_APP_MAIN
{
    TopWindow win;
    EditField h;
    h.SetConvert(Single<U64Convert>());
    win << h.HSizePos().TopPos(0);
    uint64 x = UINT64_MAX;
    h <<= (int64)x;
    win.Run();
    x = (int64)~h;
    DDUMP(x);
}
```