
Subject: vsprintf() doesn't support "%I64u" format in Win32 platform?

Posted by [HenryXin](#) on Mon, 25 Feb 2008 15:03:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

I log the 64bit data as following format:

```
SysPrintf("[%I64u,%I64u,%I64u,%s]\n", 0x12345, 0xabcd, 0x0000, "Starting");  
call this function.
```

```
SysPrintf(const char *format, ...)  
{  
va_list ap;  
va_start(ap, format);  
vsprintf(internal_buffer, format, ap);  
va_end(ap);  
//console_window.DisplayLine(internal_buffer);  
}
```

But the string I get is wrong..

Call

```
SysPrintf("[%x,%x,%x,%s]\n", 0x12345, 0xabcd, 0x0000, "Starting");  
the result is OK.
```

Does stdlib not support "%I64u" format?

Best Regards

Henry

Subject: Re: vsprintf() doesn't support "%I64u" format in Win32 platform?

Posted by [HenryXin](#) on Wed, 27 Feb 2008 05:04:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Append another code:

```
#include "stdio.h"
```

```
int main(int argc, const char *argv[]){  
printf("%s\n", "Heee");  
printf("%Lu, %s\n", (unsigned long long)1234567890, "Heee");  
printf("%Lu,%Lu,%Lu,%s\n", (unsigned long long)12345, (unsigned long long)9871111,  
(unsigned long long)0x0000, "Starting");  
return 0;  
}
```

the result:

```
Heee  
1234567890, (null)  
12345,0,9871111,(null)  
<--- Finished in (0:00.03), exitcode: 0 --->
```
