
Subject: vsprintf() doesn't support "%l64u" format in Win32 platform?

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

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I log the 64bit data as following format:

```
SysPrintf("[%l64u,%l64u,%l64u,%s]\n", 0x12345, 0xabcdef, 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, 0xabcdef, 0x0000, "Starting");
```

the result is OK.

Does stdlib not support "%l64u" format?

Best Regards

Henry

Subject: Re: vsprintf() doesn't support "%l64u" format in Win32 platform?

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

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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 --->
