

Equivalent to C's `signed long (long)` type.

This type will always be [`i32`] or [`i64`]. Most notably, many Linux-based systems assume an `i64` , but Windows assumes `i32` . The C standard technically only requires that this type be a signed integer that is at least 32 bits and at least the size of an [int](#) , although in practice, no system would have a `long` that is neither an `i32` nor `i64` .