

Equivalent to C's `unsigned long` type.

This type will always be [`u32`] or [`u64`]. Most notably, many Linux-based systems assume an `u64` , but Windows assumes `u32` . The C standard technically only requires that this type be an unsigned integer with the size of a [long](#) , although in practice, no system would have a `ulong` that is neither a `u32` nor `u64` .