

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`.