

LARGE_INTEGER union

Represents a 64-bit signed integer value.

Note Your C compiler may support 64-bit integers natively. For example, Microsoft Visual C++ supports the `__int64` sized integer type. For more information, see the documentation included with your C compiler.

Syntax

C++

```
typedef union _LARGE_INTEGER {  
    struct {  
        DWORD LowPart;  
        LONG HighPart;  
    };  
    struct {  
        DWORD LowPart;  
        LONG HighPart;  
    } u;  
    LONGLONG QuadPart;  
} LARGE_INTEGER, *PLARGE_INTEGER;
```

Members

LowPart

The low-order 32 bits.

HighPart

The high-order 32 bits.

u

LowPart

The low-order 32 bits.

HighPart

The high-order 32 bits.

QuadPart

A signed 64-bit integer.

Remarks

The **LARGE_INTEGER** structure is actually a union. If your compiler has built-in support for 64-bit integers, use the **QuadPart** member to store the 64-bit integer. Otherwise, use the **LowPart** and **HighPart** members to store the 64-bit integer.

Requirements

Minimum supported client	Windows XP [desktop apps Windows Store apps]
Minimum supported server	Windows Server 2003 [desktop apps Windows Store apps]
Header	Winnt.h (include Windows.h)

See also

[ULARGE_INTEGER](#)

Community Additions
