ULARGE_INTEGER union

Represents a 64-bit unsigned 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 _ULARGE_INTEGER {
  struct {
    DWORD LowPart;
    DWORD HighPart;
  };
  struct {
    DWORD LowPart;
    DWORD HighPart;
  } u;
  ULONGLONG QuadPart;
} ULARGE_INTEGER, *PULARGE_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

An unsigned 64-bit integer.

Remarks

The **ULARGE_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

FILETIME
LARGE_INTEGER
SYSTEMTIME

Community Additions

Aaron

8.1

aaronnilsen
10/21/2014