
Subject: Problem DUMP INT64_MIN
Posted by [DiaosLu](#) on Thu, 23 Jul 2026 07:36:14 GMT
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here is my code

```
int32 a = INT_MAX;  
int32 b = INT_MIN;  
  
int64 x = INT64_MAX;  
int64 y = INT64_MIN;  
  
DUMP(a);  
DUMP(b);  
DUMP(x);  
DUMP(y);
```

a, b, x are dumped successfully, but y dumped nothing. LOG() method has the same result.
what's wrong?

Subject: Re: Problem DUMP INT64_MIN
Posted by [koldo](#) on Fri, 24 Jul 2026 10:22:41 GMT
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Hi DiaosLu

The reason of that is that in Core/Defs.h, INT64_NULL = INT64_MIN, so an empty String is printed.
b does not have the same problem, because the int32 is considered a long, and before printing it is casted to int64.

Subject: Re: Problem DUMP INT64_MIN
Posted by [DiaosLu](#) on Mon, 27 Jul 2026 09:38:15 GMT
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Got it, thank you!
