Subject: Incorrect ASSERT in Value::Serialize
Posted by mrjt on Fri, 08 May 2009 11:20:44 GMT
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In a (relatively) recent update the following line has been added to Value::Serialize:
ASSERT_(!type || Typemap().Find(type) >= 0, "Missing RichValueType<" + AsString(type) + ">::Register");
Clearly the purpose of this is to prevent serialization of non-registed types. However, it ignores the case of values created qith ErrorValue.

This means that if you Serialize a window with an (for instance) empty not-null EditField on you get an assert, but I can testify that this causes no ill effects. I actually use this feature to reset some forms to a null/clear state using Backup/Restore so now I have to comment out this line before I can debug my app.

Could this be fixed please.