
Subject: Re: Strange issue with VectorMap<String, String>

Posted by [Sc0rch](#) on Fri, 16 Apr 2010 10:15:20 GMT

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luzr wrote on Fri, 16 April 2010 16:57

Preferred conversion of const char * is to bool - it is straight, while -> String it requires constructor pass. So you have infinite recursion here.

Fix: Add

```
XMLConfig& XMLConfig::Set(const String& param, const char *value)
```

```
{  
    Map.GetAdd(param) = value;  
    return *this;  
}
```

My mistake. All works now. Thank you for support!

P.S. The best toolkit.
