
Subject: Re: ValueArray behaviour / inconsistantcy / BUG?

Posted by [mirek](#) on Thu, 21 Oct 2010 21:08:43 GMT

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Fixed.

BTW, NEVER EVER do stuff like:

```
Vector<Value>& vv = const_cast<Vector<Value>&>(va.Get());  
vv << 123;  
vv << "Hallo";
```

this will likely crash any code pretty soon.
