Subject: Re: Esc: maps nested in arrays and vice versa - underdevelopment or a bug?

Posted by fudadmin on Fri, 12 May 2006 18:36:52 GMT

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But logical output for unquoted map keys should be:

```
{ void:"MainMenu", void:"MainSubmenu1"};
```

Why all the rest of map members after one "void" are killed?