Subject: Re: Esc: maps nested in arrays and vice versa - underdevelopment or a bug?
Posted by fudadmin on Fri, 12 May 2006 19:02:00 GMT

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fudadmin wrote on Fri, 12 May 2006 19:36But logical output for unquoted map keys should be:

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

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

I've just checked once again with more members. Actually they are all killed "before" (starting from the first .... except the last one in my case).