Subject: Re: Esc: maps nested in arrays and vice versa - underdevelopment or a bug?
Posted by mirek on Sat, 13 May 2006 05:37:43 GMT

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fudadmin wrote on Fri, 12 May 2006 18:38Anyway, the difference in Ultimate++ is:
"Don't mess up your maps (and structures) with unquoted keys"...
When you accept that as a fact you can use them a little...

Well, actually, the difference is that in Dialect, keys must be strings and identifiers in initialization list seems to be converted to strings. In Esc, keys can be anything, and in initialization list, both key and value are evaluated as expressions.

Sorry for being ortoghonal

Mirek