Subject: Jsonize problems with maps
Posted by Mindtraveller on Wed, 18 Apr 2012 07:11:58 GMT
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There's a problem with maps jsonization.
Small example:#include <Core/Core.h>
using namespace Upp;

```
struct TestStruct
{
 VectorMap<String,String> map;
 void Jsonize(JsonIO &json)
 {
  json("map",map); //compile error!
 }
};

CONSOLE_APP_MAIN
{
 StoreAsJson(TestStruct());
}
```

Actually, I found 2 problems with jsonizing the Maps.
1) It doesn't actually compile (strange!)
2) Even if it compiled, json representation of such map is not optimal. IMO there must be special version for maps with string keys. It will make possible using native json way for representing such maps:
{ "key1":value1, "key2":value2, ... }