
Subject: Re: Some questions about witz

Posted by [mirek](#) on Sat, 22 Sep 2012 07:48:56 GMT

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dolik.rce wrote on Fri, 21 September 2012 17:34: Is this solution correct?

Not really. See `IsValueArray/IsValueMap`, they are the same because `ValueArray` is compatible with `ValueMap` (they are convertible).

But hopefully it is now fixed this way (please check):

```
Value Compiler::ExeBracket::Eval(ExeContext& x) const
{
    Value m = value->Eval(x);
    Value q = index->Eval(x);
    if(IsNumber(q) && m.Is<ValueArray>()) {
        ValueArray va = m;
        int i = q;
        if(i >= 0 && i < va.GetCount())
            return va[i];
    }
    if(IsValueMap(m)) {
        ValueMap map = m;
        return map[q];
    }
    return Value();
}
```

Mirek
