
Subject: Re: Witz and map variable

Posted by [dolik.rce](#) on Fri, 30 Nov 2012 06:41:50 GMT

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Ha, I finally found the actual problem!

It all goes down to the compiler, it decides that the 0 is not integer, but empty string on the line `yn.Add(0,"NO")` So it saves it to the map with "" as key, not 0. To make this work, you have to cast the 0 to Value first: `ValueMap yn;`
`yn.Add(Value(0), "YES");`
`yn.Add(1,"NO");`

Best regards,
Honza
