
Subject: Re: Witz and map variable

Posted by [dolik.rce](#) on Fri, 30 Nov 2012 07:30:21 GMT

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Zbych wrote on Fri, 30 November 2012 07:51dolik.rce wrote on Fri, 30 November 2012 07:41

It all goes down to the compiler, it decides that the 0 is not integer, but empty string

Bug or feature?

I'd say it is not a feature Perhaps a limitation

I think it is possible to solve by adding new overload of Add (and perhaps also similar one for Set):
`void Add(int n, const Value& value) { Add(Value(n), value); }`

Mirek, what do you think? I'm not familiar enough with the Value * internals, so I can't really tell if it breaks anything else

Honza
