
Subject: Value improvements...

Posted by [mirek](#) on Thu, 27 Jul 2006 17:07:48 GMT

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- Instead of external function `IsType` you can now use method `Is`:

```
Value v = 1;  
v.Is<int>(); -> true
```

- Value now supports direct equality comparisons for standard types (and all types that implement it; non-poly-equal rich types have had that without further support already).

Means now you can write

```
v == 1;
```

instead (still possible)

```
(int)v == 1;
```

Note that this second feature should be considered experimental, heavy C++ overloading is convenient but sometimes tricky...

Mirek
