
Subject: ThrowValueTypeError small bug, and suggestion for removing it

Posted by [hans](#) on Sun, 13 Apr 2014 11:47:21 GMT

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Hi again, here is small bug (imho)

```
void ThrowValueTypeError(const String& text, const Value& src, int target)
{
    ValueTypeError err;
    (String&)err = text;
    err.src = text;          // <-- bug, should be err.src= src;
    err.target = target;
    throw err;
}
```

I would suggest removing this function, instead code following:

```
class ValueTypeError : public Exc {
public:
    ValueTypeError(const String& text, const Value& src, int target) : Exc(text), src(src), target(target)
    {}
    Value src;
    int target;
};
```

to throw then code

```
throw ValueTypeError(String().Cat() << "Invalid value conversion: "
    << GetName() << " -> " << typeid(T).name(),
    *this, t);
```

Also no need to return something after the throw to silence the compiler :p

THX, Hans