Subject: ASSERT when using ValueMap
Posted by NilaT on Tue, 21 Feb 2017 15:23:04 GMT
View Forum Message <> Reply to Message

Hello everyone, I've got a nice little "soft crash" again, may you can help me?
It happens when I try to "Add" something to a Value Map.
So my code basically looks like this:

Params params = HandleParams(param1, param2); // Params is a struct which contains some Strings, some ints, and a Time Variable
ValueMap result;
result.Add("key1", RawToValue(params.someVar));

It then crashes at:

****************** ASSERT FAILED: Assertion failed in C:\.....\uppsrc_2016\Core\Value.cpp, line 25
ptr()->GetType() >= 255 || !svo[ptr()->GetType()]
which happens to occur in the Value Destructor, ::RefRelease() to be exact.
Why is this happening??

Oh and another thing I already fixed, but it also bothers me:

ValueMap map = rpc["params"]; // rpc = RpcData type
int x = ValueTo<int>(map["someKey"]);

will crash, because it says invalid value convertion, double --> int
Why the heck is map["someKey"] a double value, when it's int?
I fixed it by using:
(int)ValueTo<double>(map["someKey"]);
Not nice... but works.

Thanks again for your help.