
Subject: Re: ASSERT when using ValueMap
Posted by [cbpporter](#) on Tue, 28 Feb 2017 07:46:41 GMT
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Hi NilaT,

Unfortunately this is the reality of OSS: sometimes your issue gets addressed in 5 minutes, sometimes you wait half a year, sometimes it never gets fixed. One week wait time is often barely measurable.

Adding compilable test-cases which show the problem in isolation always help to get you problem in look at sooner rather than later camp.

But back to you problem: ValueMap.Add and RawToValue should be working fine in general since this is something you would instantly notice that is broken. So I would be inclined to say that the problem is what you are passing into RawToValue.

But to be sure, I did a quick test, with someVar being both int and double:

```
ValueMap result;  
Value v = RawToValue(someVar);  
result.Add("key1", v);
```

So it looks like indeed what you are passing into RawToValue causes the crash. Value implies some sort of copy and that might be the problem. Probably, if you use v in any way for reading it will crash.

To tell you more, I need to see the type of params.someVar, including the prototype of default, copy and move constructors and if there is any assign or move assign constructor. Is the class polymorphic?