
Subject: Re: ASSERT when using ValueMap
Posted by [mirek](#) on Mon, 06 Mar 2017 23:43:48 GMT
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NilaT wrote on Tue, 21 February 2017 16:23Hello 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));
```

There must be something more to it. I have checked with

```
ValueMap result;
result.Add("key1", RawToValue(params.someVar));
```

and that works just fine.

Quote:

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 conversion, double --> int
Why the heck is map["someKey"] a double value, when it's int?

How do you know it is 'int' when reading JSON?

int/double/int64 (and sometimes bool) are used interchangeably. When reading JSON, double is used as "safe option" (because when it is number, it can always be double).

The safe and natural way how to write that is

```
int x = map["someKey"];
```

will convert the Value to 'int' when possible.

