Subject: Re: ASSERT when using ValueMap
Posted by mirek on Mon, 06 Mar 2017 23:58:30 GMT
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[quote title=NilaT wrote on Tue, 21 February 2017 16:23]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));

[/code]

OK, found it. Problem like was that params.someVar is likely of some type that is supported as "basic Value" (int, double, int64, String etc...).

E.g. this crashes:

int x;
ValueMap result;
result.Add("key1", RawToValue(x));

That is why nobody noticed this yet, as there is not reason to use RawToValue.

result.Add("key1", x);

works just fine. Anyway, fixed....

Mirek

P.S.: Sorry for the delay, got a bit distracted after last release.