
Subject: Re: ASSERT when using ValueMap
Posted by [cbpporter](#) on Tue, 07 Mar 2017 09:53:31 GMT
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Good you stepped in!

Value is far too complicated to figure out what is inside if you never bothered before.

And this is another example of the U++ "principle" of taking the value of something at an absolute value without minding the consequences.

In U++ I find it that it often holds true "there are some very good arguments for it, so we'll do it". It is almost never "there are some very good arguments for it, but there are also so dire consequences, so...".

Example: "we will put inline functions everywhere on a single line because it saves space and/or is easy to read for simple functions".

Consequence: the entire U++ codebase has little island of where debugging is very hard.

Nobody puts functions on a single line for this very reason.

Long story short, Value/ValueMap is not debug-able. Period. Whatever arguments one can bring for the single line functions, I really don't think they hold up: what you gain outweigh what you loose.
