Subject: Re: ASSERT when using ValueMap
Posted by mirek on Tue, 07 Mar 2017 10:29:32 GMT

It is not inline functions, it is simply the fact that Value code is immensely complicated. Really, absolutely totally fucked hard.

Now the reason why it is so hard is not that I wanted to make everybody looking into it feel like idiot. It is because it is doing some really deep shit optimizations. Value is central to U++ and its perfomance and memory requirements affect everything.

For the record, my yesterday's fix was wrong and I have just spent 4 hours fixing it right (and no, single inline functions were not the problem). And this is just for fixing something that probably was not really in need of fixing - it was borderline to invalid use.

I agree that perhaps more comments would help there. Will try...