
Subject: Re: ASSERT when using ValueMap
Posted by [cbpporter](#) on Tue, 07 Mar 2017 12:42:58 GMT
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mirek wrote on Tue, 07 March 2017 12:29 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...

Tell me about it! I gave up after 30 minutes of navigating that code when trying to fix the issue.

BTW, I don't know that I ever saw you swear on the forum.

Impostor alert? :lol:
