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Subject: Value strange behaviour result in ValueError

Posted by [Xemuth](#) on Thu, 30 May 2019 23:44:18 GMT

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Hello Community,

look at this code :

```
#include <Core/Core.h>
using namespace Upp;
```

```
VectorMap<String,Value> ConfigurationType;
```

```
template <class T> bool testAddVector(String keyname, const T &t){
    if(ConfigurationType.Add(keyname,Value(t))) //Add t to value
        return true;
}
```

```
CONSOLE_APP_MAIN
```

```
{
    String theString = "Hello world";
    ConfigurationType.Add("test1",Value(theString)); //simply add value to vector
    Cout() << (String)ConfigurationType[0].Get<String>()<<"\n"; //Show the result from casting back
the value to String
    testAddVector<String>("test2", theString); // add value from a function (Crash on it)
    //It result on Upp::ValueTypeError exception
    Cout() << (String)ConfigurationType[1].Get<String>()<<"\n"; //Code stop Before this point
}
```

It result on a crash i don't get why.

Can someone explain me ?

I have put test case file below.

Thanks in advance,

Best regard.

## File Attachments

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1) [ValueStrangeBehaviour.7z](#), downloaded 300 times

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