Subject: Value strange behaviour result in ValueTypeError
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

1) ValueStrangeBehaviour.7z, downloaded 334 times