
Subject: Re: Value strange behaviour result in ValueError

Posted by [Oblivion](#) on Sat, 01 Jun 2019 09:32:04 GMT

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Hello Xemuth,

Novo is right.

You are implicitly trying to convert a string "Value" to bool, which is not possible that way.

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

```
template <class T>
bool testAddVector(String keyname, const T& t)
{
    ConfigurationType.Add(keyname, t); // You have implicitly tried to convert a string "Value" into a
    bool "Value" (hence the "Value" error)
    return true;
}
```

```
ValueMap vmap;
```

```
void TestValueMap(Value key, Value val) // Just change the key's signature to String if you want
to limit the key type...
{
    vmap.Add(key, val);
}
```

```
CONSOLE_APP_MAIN
{
    StdLogSetup(LOG_COUT|LOG_FILE);

    String s = "world";
    testAddVector("Hello", s);
    DUMP(ConfigurationType.ToString());

    // If possible, I suggest using a ValueMap.

    TestValueMap("Hello", "World");
    TestValueMap(1, "This is a test");
    TestValueMap("This is a test too!", 2);

    DUMP(vmap);
}
```

Best regards,
Oblivion
