
Subject: simple enhancement for EscValue

Posted by [luoganda](#) on Tue, 04 Aug 2026 18:19:04 GMT

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[edit: added]

Also - a small typo in EscStdLib.cpp:

```
Escape(global, "OpenFileOut(x)", ESC_OpenFileOut);
```

```
Escape(global, "OpenFileAppend(x)", ESC_OpenFileOut);
```

Just this is missing in EscValue.

EscValue has eg ESC_ARRAY,

but when one does not in advance know if it's an array(eg arr[0] arr[1],...) vs is string "abcd", it can't continue.

Suppose one want's to store it into a String,

to properly store it as a string it would be: "\"abcd\"" - while array would be as number - eg "1,2,3,4".

Now without IsArrayStr(or IsString) - this can't be done.

So, just adding a simple bit(or byte) would be enough,

eg instead of:

```
int          type;
```

```
byte         type, arrString,nu1,nu2; (nu1/2 <=not-used)
```

One could also just add new type - eg ESC_ARRAYSTR.

arrString must be then possibly when setting EscValue - if it's string - marked arrString, eg in esc:

arr_string="abcd"; <=here - array should be marked arrString

arr=[1,2,"abcd",3,4]; <="abcd" should be marked as it already is(ESC_ARRAY) + arrString

And also adding it's check, eg:

IsArrayStr() - or just IsString().

GetString is not really needed to be added, but could be there.

EscValue would be then - perfect,

here just meaning it's fully self descriptive.

It's similar with IsNumber(can be double or int64) - but that is ok since has IsInt64(), and if there would not be IsInt64 - it would be the same situation like with up array/string ambiguity.
