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Subject: Re: storing my struct in a Value

Posted by [mirek](#) on Fri, 03 Feb 2006 10:00:24 GMT

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Ahh, I see you are several steps further now:)

In debug mode, `RichValue::Register()` checks whether the value is unique.

We have not set any official ranges yet... But all current assignments for the library itself are say < 256. Make yours >65536 and everything will be ok.

Mirek

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