Subject: Jsonize problem
Posted by Mindtraveller on Fri, 24 Nov 2017 10:50:54 GMT
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It looks like new clone/pick approach conflicts with Jsonize internals in certain cases.
The smallest example:

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

struct A : Moveable<A>
{
 struct B : Moveable<B>
 {
  struct C : Moveable<C>
  {
   int c1;
   int c2;
   double c3;

   void Jsonize(JsonIO& json) { json ("c1", c1) ("c2", c2) ("c3", c3); }
  };

  VectorMap<int, C> c;

  void Jsonize(JsonIO& json) { json ("c", c); }
 };

 VectorMap<int, B> b; // <-- VectorMap leads to compiling failed
 //Vector<B> b; // Vector compiles Ok!

 void Jsonize(JsonIO& json) { json ("b", b); }
};

CONSOLE_APP_MAIN
{
 A a;
}
```

Subject: Re: Jsonize problem
Posted by Mindtraveller on Fri, 24 Nov 2017 11:57:02 GMT
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And proposed solution:
JSON.h @ 295:map.Add(key, pick(value));instead ofmap.Add(key, value);