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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;
```

```
}
```

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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);
```

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