
Subject: Value strange behaviour result in ValueError

Posted by [Xemuth](#) on Thu, 30 May 2019 23:44:18 GMT

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Hello Community,

look at this code :

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

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

```
template <class T> bool testAddVector(String keyname, const T &t){
    if(ConfigurationType.Add(keyname,Value(t))) //Add t to value
        return true;
}
```

```
CONSOLE_APP_MAIN
```

```
{
    String theString = "Hello world";
    ConfigurationType.Add("test1",Value(theString)); //simply add value to vector
    Cout() << (String)ConfigurationType[0].Get<String>()<<"\n"; //Show the result from casting back
the value to String
    testAddVector<String>("test2", theString); // add value from a function (Crash on it)
    //It result on Upp::ValueTypeError exception
    Cout() << (String)ConfigurationType[1].Get<String>()<<"\n"; //Code stop Before this point
}
```

It result on a crash i don't get why.

Can someone explain me ?

I have put test case file below.

Thanks in advance,

Best regard.

File Attachments

1) [ValueStrangeBehaviour.7z](#), downloaded 311 times

Subject: Re: Value strange behaviour result in ValueError

Posted by [Novo](#) on Fri, 31 May 2019 21:30:20 GMT

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Your code is throwing an exception.

```
#0 __GI_raise (sig=sig@entry=6) at ../sysdeps/unix/sysv/linux/raise.c:50
```

```
#1 0x00007ffff7a42535 in __GI_abort () at abort.c:79
#2 0x00007ffff7e0b642 in ?? () from /usr/lib/x86_64-linux-gnu/libstdc++.so.6
#3 0x00007ffff7e17186 in ?? () from /usr/lib/x86_64-linux-gnu/libstdc++.so.6
#4 0x00007ffff7e171d1 in std::terminate() () from /usr/lib/x86_64-linux-gnu/libstdc++.so.6
#5 0x00007ffff7e17405 in __cxa_throw () from /usr/lib/x86_64-linux-gnu/libstdc++.so.6
#6 0x00005555556109c4 in Upp::Value::GetSmall<long long> (this=0x7ffff7fc85b0) at
/home/ssg/dvlp/cpp/upp/git/uppsrc/Core/Value.hpp:209
#7 0x000055555555ae241 in Upp::Value::GetOtherBool (this=0x7ffff7fc85b0) at
/home/ssg/dvlp/cpp/upp/git/uppsrc/Core/Value.cpp:203
#8 0x0000555555556ca7e in Upp::Value::operator bool (this=0x7ffff7fc85b0) at
/home/ssg/dvlp/cpp/upp/git/uppsrc/Core/Value.h:221
#9 0x0000555555556d1ed in testAddVector<Upp::String> (keyname=..., t=...)
  at /home/ssg/dvlp/cpp/sergey/upp/ValueStrangeBehaviour/ValueStrangeBehaviour.cpp:7
#10 0x0000555555556be96 in ConsoleMainFn_ () at
/home/ssg/dvlp/cpp/sergey/upp/ValueStrangeBehaviour/ValueStrangeBehaviour.cpp:17
#11 0x0000555555558d2dd in Upp::AppExecute__ (app=0x55555556bc76 <ConsoleMainFn_(>)>
  at /home/ssg/dvlp/cpp/upp/git/uppsrc/Core/App.cpp:343
#12 0x0000555555556bc69 in main (argc=1, argv=0x7fffffd18, envp=0x7fffffd28)
  at /home/ssg/dvlp/cpp/sergey/upp/ValueStrangeBehaviour/ValueStrangeBehaviour.cpp:12
```

This is happening in this statement:

```
if(ConfigurationType.Add()) //Add t to value
```

because you are adding a String, which will be returned by the method Add(), and you are trying to implicitly convert Value, containing this string, to bool in the if() statement.

Such conversion is impossible. This is why you are getting an exception.

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

Subject: Re: Value strange behaviour result in ValueError

Posted by [Xemuth](#) on Sat, 01 Jun 2019 12:03:12 GMT

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Hello Novo && Oblivion,

Yes indeed by removing the if statement my problem gone.

I though by putting object on if, c++ would compare address of this object to nullpointer.

anyway problem fixed, thanks guys for your help !

Have good day !
