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.

Subject: Re: simple enhancement for EscValue
Posted by zsolt on Fri, 28 Aug 2026 16:56:55 GMT
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Yes, a new ESC_STRING type would be a very useful thing.

It could make JSON serialization an easy task. Currently, it is not possible because of the ambiguity of the array type.

Subject: Re: simple enhancement for EscValue
Posted by Klugier on Sun, 30 Aug 2026 08:18:04 GMT
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Hi,

I fixed the problem and added docs https://github.com/ultimatepp/ultimatepp/pull/407. OpenFileOut and OpenFileAppend works as expected.

```
path = "/home/klugier/test.txt";
file_a = OpenFileOut(path);
file_a.PutLine("New day!");
file_a.Close();

file_b = OpenFileAppend("/home/klugier/test.txt");
file_b.PutLine("Hello world!");
file_b.Close();
```

Content of the file:

```
New day!
Hello world!
```

Klugier
