Subject: Jsonize problem with Null
Posted by koldo on Tue, 08 May 2012 09:17:36 GMT
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Hello Mirek

This problem launches a NEVER() in ValueType:

Vector<Value> a, b;
a.Add();
String json = StoreAsJson(a);
LoadFromJson(b, json);
json String is set to "[null]".

It seems that while StoreAsJson() can save Vectors with Nulls, LoadFromJson() is reluctant to them.

Subject: Re: Jsonize problem with Null
Posted by mirek on Tue, 08 May 2012 10:25:10 GMT
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koldo wrote on Tue, 08 May 2012 05:17Hello Mirek

This problem launches a NEVER() in ValueType:

Vector<Value> a, b;
a.Add();
String json = StoreAsJson(a);
LoadFromJson(b, json);
json String is set to "[null]".

It seems that while StoreAsJson() can save Vectors with Nulls, LoadFromJson() is reluctant to them.

Weird, tried, unable to reproduce (in Linux 64 bit). And I do not even see the reason in the code.

What is your setup?

Subject: Re: Jsonize problem with Null
Posted by koldo on Tue, 08 May 2012 11:31:23 GMT
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Sorry Mirek. What does "setup" means?

Subject: Re: Jsonize problem with Null
Posted by mirek on Tue, 08 May 2012 11:39:42 GMT
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koldo wrote on Tue, 08 May 2012 07:31Sorry Mirek. What does "setup" means?

Well, operating system, U++ revision, main package flags, ...

Subject: Re: Jsonize problem with Null
Posted by koldo on Tue, 08 May 2012 12:04:22 GMT
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MSC9, WinXP.

It is true. In Linux 32 bits it does not launches a NEVER().

Subject: Re: Jsonize problem with Null
Posted by mirek on Tue, 08 May 2012 16:02:42 GMT
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koldo wrote on Tue, 08 May 2012 08:04MSC9, WinXP.

It is true. In Linux 32 bits it does not launches a NEVER().

Tested with MSC, Win 7, still not reproduced. Are any other setup traits involved?

Can you please try with upptst/JSON? If it passes, you can alternatively try to create your own test package and submit to upptst? Or perhaps just add another test to upptst/JSON...

Mirek

Subject: Re: Jsonize problem with Null
Posted by koldo on Tue, 08 May 2012 21:03:39 GMT
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Hello Mirek

The problem appears compiling with GUI but not in CONSOLE.

I have tried to debug the same code in both manners and the difference is in Value::GetType("")

when calling
int q = NameNdx().Find(name);The GUI version sets q to 0 and the CONSOLE sets it with -1.

Subject: Re: Jsonize problem with Null
Posted by mirek on Wed, 09 May 2012 08:00:29 GMT
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Thanks, hopefully fixed...

Subject: Re: Jsonize problem with Null
Posted by koldo on Wed, 09 May 2012 09:58:07 GMT
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Thank you Mirek .
