
Subject: ArrayCtrl: Set/Add maps

Posted by [mirek](#) on Thu, 05 Sep 2013 09:24:38 GMT

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```
void ArrayCtrl::Set(int i, const VectorMap<String, Value>& m);  
void ArrayCtrl::Set(int i, const ValueMap& m);  
void ArrayCtrl::Add(const VectorMap<String, Value>& m);  
void ArrayCtrl::Add(const ValueMap& m);
```

Those method match keys to Ids, then set those found...

Subject: Re: ArrayCtrl: Set/Add maps

Posted by [mirek](#) on Wed, 16 Oct 2013 06:42:31 GMT

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Because of possible ambiguities with Value, I have changed some names:

```
void ArrayCtrl::SetMap(int i, const ValueMap& m);  
void ArrayCtrl::AddMap(const ValueMap& m);
```

and also added:

```
void ArrayCtrl::SetArray(int i, const ValueArray& va);  
void ArrayCtrl::AddArray(const ValueArray& va);
```
