
Subject: Re: Help VectorMap !!!

Posted by [captainc](#) on Wed, 06 Feb 2008 15:31:56 GMT

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You defined VectorMap with 2 Strings. This means that the key for the VectorMap is a String and the Value of each VectorMap entry is a String. There is no Add function for VectorMap taking 3 arguments. If you want to keep ipAddr and port separate, you have to store a different structure as the value in your VectorMap. Hopefully this example can explain it to you:

// Create the VectorMap and add values:

```
VectorMap<String, Vector<String>> mHostList;
```

```
Vector<String> ipAddrAndPort;
```

```
ipAddrAndPort.Add(ipAddr);
```

```
ipAddrAndPort.Add(port);
```

```
mHostList.Add(id, ipAddrAndPort);
```

```
// Get values from VectorMap:
```

```
for(int i=0; i<mHostList.GetCount(); ++i){ // Loop through all elements in VectorMap
```

```
    String id = mHostList.GetKey(i); // Get key for this element
```

```
    Vector<String> ipAddrAndPort = mHostList.Get(id); // Get the element itself
```

```
    Cout() << id << " -> " << ipAddrAndPort[0] << ":" << ipAddrAndPort[1] << "\n" ; // Output the details
```

```
}
```

Hope that helps explain the mechanisms a bit.
