
Subject: Re: VectorMap inside VectorMap
Posted by [kodos](#) on Tue, 03 Feb 2009 17:12:50 GMT
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White_Owl wrote on Tue, 03 February 2009 17:24I thought for "pick" you have to use GetAddPick() method?

The methods with "pick" in the name, pick the argument that you pass the method. But in your first example you use the assignment operator which "picks" the value from the right to the left variable.

I think you want something like this:

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
class mycontainer: Moveable<mycontainer> {  
public:  
    VectorMap<String, String> data;  
};
```

```
VectorMap<String, mycontainer> vm;
```

```
CONSOLE_APP_MAIN  
{  
    mycontainer &ca = vm.GetAdd("First");  
    ca.data.FindPut("first-first", "aa");  
    ca.data.FindPut("first-second", "bb");  
  
    mycontainer &cb = vm.GetAdd("First");  
    cb.data.FindPut("first-first", "cc"); // run-time error  
    cb.data.FindPut("first-second", "dd");  
}
```

Like that you don't call the assignment operator but you just use the reference that get's returned from GetAdd. So there is no picking.
