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Subject: Re: VectorMap inside VectorMap  
Posted by [White\\_Owl](#) on Tue, 03 Feb 2009 18:33:46 GMT  
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Ok. Right now I have this:

```
void define_word(const String& outer_key, const String& inner_key, const String& value) {  
    mycontainer &ca = vm.GetAdd(outer_key);  
    ca.data.GetAdd(inner_key) = value;  
}That works exactly as I want.  
I'm considering this problem solved.
```

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