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Subject: Re: How to display fields from different tables in one SQLArray

Posted by [sergeynikitin](#) on Fri, 20 Mar 2009 16:06:14 GMT

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I went on the road, proposed in a previous message, and came across an odd job VectorMap. Here is a piece of code.

```
Value ConvNomencl::Format(const Value& q) const
{
    static VectorMap<int, String> nom;
    static Time lastcleartime;
    if(GetSysTime()-lastcleartime > 60){
        nom.Clear();
        lastcleartime=GetSysTime();
    }
    if(nom.GetCount()==0) nom.Add(0, " "); // <==adding empty entry there.
    int q1=q;
    int f = nom.Find(q1);
    if(f > 0){
        String s;
        s = nom.Get(q1);
        return s;
    } else {
        Sql sql;
        sql * SqlSelect(NOM_ID,NOM_NAME).From(NOMENCL).Where(NOM_ID == q);
        String nomencl;
        if(sql.Fetch()) {
            int sid = sql[NOM_ID];
            nom.Add(sid, sql[NOM_NAME]);
            nomencl = sql[NOM_NAME];
        } else {
            nomencl = "";
        }
        return nomencl;
    }
}
```

After creating or cleaning object VectorMap, the first added item can not be found by .Find() method, and therefore the number of elements corresponding to the first element is continuously growing.

However, if you add the first empty element - then all the rest are working properly. This is well intended, or is it wrong?