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Subject: Re: VectorIndex

Posted by [exdatis](#) on Wed, 30 Dec 2009 11:02:45 GMT

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Thank You!

That's right!

//

TownLs is a simple,

id and town\_name, ... (db.table) ,couple methods.

and Vector\* is arg for others (fill drop\_grid in some form/class).

index, just for update(

if(\*q.GetId() == int\_town\_id) break;

), append is easy.

//

Is that ok?

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