
Subject: fills the DropList from VectorMap

Posted by [idkfa46](#) on Mon, 07 May 2012 20:20:23 GMT

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Hi all,
how can I fill a DropList from VectorMap ?!

DropList manual speak about this function:

```
void Add(DropList& list, const VectorMap<Value, Value>& values)
```

but when i try to use it I receive the following error:

"function does not take 2 arguments"

```
...
VectorMap<Value, Value> GetMap(DropList const &dl)
{
    VectorMap<Value, Value> res;
    for(int i = 0; i < dl.GetCount(); i++)
        res.Add(dl.GetKey(i), dl.GetValue(i));
    return res;
}
```

```
void m::Xmlize(XmlIO &xml)
{
    if(xml.IsLoading())
    {
        VectorMap<Value, Value> v;
        xml("name", v);
        dropList.Clear();
        Add(dropList, v);
    }
    else
    {
        ...
    }
}
```

C:\MyProve\m\main.cpp(34) : error C2660: 'Upp::Ctrl::Add' : function does not take 2 arguments

m: 1 file(s) built in (0:01.80), 1809 msec / file, duration = 1809 msec, parallelization 0%

There were errors. (0:01.90)

Line 34 : Add(dropList, v);

Regards,
Matteo
