
Subject: VectorMap picks two vectors

Posted by [nejnadusho](#) on Mon, 03 Dec 2012 01:54:51 GMT

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Hi,

I can't figure out how to pick two vectors into a VectorMap.

I am even not sure I am expressing myself correctly.

Thus,

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

using namespace std;
using namespace Upp;

CONSOLE_APP_MAIN
{

    VectorMap<int , String> myMap;
    Vector<String> v1;
    Vector<int> v2;

    for (int i = 0; i < 10; ++i){

        v1.Add("String " + AsString(i));
        v2.Add(new Integer(i));
    }

    for (int i = 0; i < 10; ++i){

        string a = v1[i];
        cout << a << endl;
        cout << v2[i] << endl;

    }

    myMap.AddPick(&v2, &v1);

}
```

I hope this is clear.

How can I push these two vectors into the VectorMap?

Thank you.

Best,
Georgi
