
Subject: Re: VectorMap picks two vectors
Posted by [Lance](#) on Mon, 03 Dec 2012 03:10:52 GMT
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```
v2.Add(new Integer(i));
```

This should not compile. You are supplying a `Integer*` (provided somewhere there is a class called `Integer` defined) to a function that expects a `int`

Simply:

```
v2.Add(i);
```

will do.

As for `VectorMap` part, I think it's not intended to be used the way you use it. A `VectorMap` is a map which serves to find a value from a key. In your case you want to find a `String` from a `int`, you more likely should do something like this:

```
VectorMap<int , String> myMap;
```

```
for (int i = 0; i < 10; ++i){  
    myMap.Add(i, String().Cat()<<"String "<<i);  
}
```

And later on you can efficiently find the `String` associated with an `int` or if there is one. Refer to `Find(...)`, `FindPtr()` for template class `AMap` (who is the base of `VectorMap`)
