
Subject: Re: VectorMap picks two vectors
Posted by [Lance](#) on Mon, 03 Dec 2012 05:30:40 GMT
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OIC. so before merge, the two vectors have exact same number of elements and the ones with same index correspond to each other.

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

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

```
    v1.Add("String " + AsString(i));  
    v2.Add(i); // change here!!  
}
```

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

```
    string a = v1[i];  
    cout << a << endl;  
    cout << v2[i] << endl;  
    myMap.AddPick(v2[i],v1[i]); // do it here one by one  
}
```

//myMap.AddPick(&v2, &v1); // correct me if there is a member function do what you intended in a single call.

HTH
