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Subject: Re: VectorMap picks two vectors  
Posted by [dolik.rce](#) on Mon, 03 Dec 2012 06:18:30 GMT  
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Lance wrote on Mon, 03 December 2012 06:30correct me if there is a member function do what you intended in a single callThis can be done in single call, but only in constructor: Vector<String> v1;

```
Vector<int> v2;
```

```
for (int i = 0; i < 10; ++i){  
    v1.Add("String " + AsString(i));  
    v2.Add(i);  
}
```

```
VectorMap<int, String> myMap(v2,v1);
```

```
StdLogSetup(LOG_CERR);  
DUMP(v1.IsPicked());  
DUMP(v2.IsPicked());  
DUMPM(myMap);
```

Best regards,  
Honza

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