
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
