
Subject: How to add a struct to a U++ container?

Posted by [lectus](#) on Wed, 26 Dec 2012 23:21:13 GMT

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I'm trying something like this:

```
struct Person {  
    String n;  
    int a;  
  
    Person(String name, int age) {  
        n=name; a=age;  
    }  
};
```

Then I need to add persons like this:

```
VectorMap<int, Person> m;  
m.Add(1, Person("John", 30));
```

But it gives me compile error. Any ideas?
