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Subject: ArrayCtrl: Set/Add maps

Posted by [mirek](#) on Thu, 05 Sep 2013 09:24:38 GMT

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```
void ArrayCtrl::Set(int i, const VectorMap<String, Value>& m);  
void ArrayCtrl::Set(int i, const ValueMap& m);  
void ArrayCtrl::Add(const VectorMap<String, Value>& m);  
void ArrayCtrl::Add(const ValueMap& m);
```

Those method match keys to Ids, then set those found...

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