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Subject: Re: Map with unique keys and transfer semantics?

Posted by [Infausto](#) on Sun, 15 May 2016 07:11:53 GMT

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Smart as simple. Good tip, Lance. Now, according to documentation, the `AMap<class K, class T, class V, class HashFn>::FindAdd()` method returns negative if the key is not found. I suppose that de docs are outdated because names a param that is no there:

```
int FindAdd(const K& k)
```

```
...
```

```
x          Key to find.
```

```
h          Precomputed hash value.
```

```
Return value  Position of element or a negative value if element is not in AMap.
```

[http://www.ultimatepp.org/src\\$Core\\$AMap\\$en-us.html](http://www.ultimatepp.org/src$Core$AMap$en-us.html)

Anyway, many thanks!

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