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Subject: Map implementation

Posted by [cbpporter](#) on Thu, 21 Mar 2019 15:32:17 GMT

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I have implemented plenty of stuff since I'm a programmer, including many containers and even multiple small GUI toolkits (not as good as U++ of course :lol:) but I never implemented a hash maps, let alone one that is accessibly as an array like in U++.

Can I shamelessly dissect and steal VectorMap? :p

I'm currently studying HashBase, trying to figure out how it works and how the masking process works. Then Index...

Or are you aware of some other easy to learn and re-implement version of hash maps out there that will also perform more than adequately?

And how would you compare the U++ version to a more "standard" one?

Thanks!

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