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Subject: Re: Map implementation

Posted by [mirek](#) on Fri, 22 Mar 2019 06:18:10 GMT

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cbpporter wrote on Thu, 21 March 2019 16:32I 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

It is opensource, is not it? And I have not applied for any patents.... :)

Quote:

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?

Compared to standard one, it is "alien technology" :)

Mirek

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