
Subject: Re: styling of widgets (animation / look and feel)

Posted by [mirek](#) on Sun, 22 Sep 2024 07:38:23 GMT

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dodobar wrote on Sun, 22 September 2024 09:28 Thanks Mirek,

I tried a merge but get map.hpp conflict

```
template <class K, class T, class V>
template <class KK, class TT>
T& AMap<K, T, V>::GetPut_(KK&& k, TT&& x)
{
<<<<<<< HEAD
int i = key.Find(std::forward<KK>(k));
if(i < 0) {
    i = key.Put(k);
    if(i < value.GetCount())
        return value[i] = std::forward<TT>(x);
    return value.Add(std::forward<TT>(x));
}
return value[i];
=====
bool put = false;
int i = key.FindPut(std::forward<KK>(k), put);
if(i < value.GetCount()) {
    if(put)
        value[i] = std::forward<TT>(x);
    return value[i];
}
return value.Add(std::forward<TT>(x));
>>>>>> master
}
```

Will try this, Hopefully this is ok ?? :

```
template <class K, class T, class V>
template <class KK, class TT>
T& AMap<K, T, V>::GetPut_(KK&& k, TT&& x)
{
    bool put = false;
    int i = key.FindPut(std::forward<KK>(k), put);
    if(i < value.GetCount()) {
        if(put) {
            value[i] = std::forward<TT>(x); // Update if a new key was inserted
        }
        return value[i]; // Return the existing or updated value
    }
    return value.Add(std::forward<TT>(x)); // Add new value if not found
}
```

}

Yes...
