
Subject: Help VectorMap !!!

Posted by [digodigo](#) on Mon, 19 Nov 2007 18:38:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have a problem when I try to use 3 arguments

see my source:

```
private:
```

```
VectorMap<String, String> mHostList;
```

```
Hosts::Hosts()
```

```
{  
  mHostList.Clear();
```

```
  FileIn fs;
```

```
  if (fs.Open(".\\whls.cfg")) {
```

```
    while (!fs.IsEof()) {
```

```
      String line = fs.GetLine();
```

```
      int pos = line.Find(';');
```

```
      int pos1 = line.Find(';', pos + 1);
```

```
      int pos2 = line.Find(';', pos1 - 1);
```

```
      if (pos > 0 && pos1 > 0 && pos2 > 0) {
```

```
        String id = line.Left(pos);
```

```
        String ipAddr = line.Mid(pos + 1, pos1 - pos - 1);
```

```
        String port = line.Right(line.GetLength() - pos2 - 1);
```

```
        [B]mHostList.Add(id, ipAddr, port);[/B] // error here !!!
```

```
      }  
    }  
    fs.Close();  
  }  
}
```

That appears error:

C:\MyApps\MyApplication\hosts.cpp(27) : error C2661: 'AMap<K,T,V,HashFn>::Add' : no overloaded functi

on takes 3 arguments

with

[

K=String,

T=String,

V=Vector<String>,

HashFn=StdHash<String>

]

MyApplication: 1 file(s) built in (0:03.31), 3313 msec / file, duration = 3438 msec

help me plz

ps: Sorry for my English...

Subject: Re: Help VectorMap !!!

Posted by [captainc](#) on Wed, 06 Feb 2008 15:31:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

You defined VectorMap with 2 Strings. This means that the key for the VectorMap is a String and the Value of each VectorMap entry is a String. There is no Add function for VectorMap taking 3 arguments. If you want to keep ipAddr and port separate, you have to store a different structure as the value in your VectorMap. Hopefully this example can explain it to you:

// Create the VectorMap and add values:

```
VectorMap<String, Vector<String>> mHostList;
```

```
Vector<String> ipAddrAndPort;
```

```
ipAddrAndPort.Add(ipAddr);
```

```
ipAddrAndPort.Add(port);
```

```
mHostList.Add(id, ipAddrAndPort);
```

```
// Get values from VectorMap:
```

```
for(int i=0; i<mHostList.GetCount(); ++i){ // Loop through all elements in VectorMap
```

```
    String id = mHostList.GetKey(i); // Get key for this element
```

```
    Vector<String> ipAddrAndPort = mHostList.Get(id); // Get the element itself
```

```
    Cout() << id << " -> " << ipAddrAndPort[0] << ":" << ipAddrAndPort[1] << "\n" ; // Output the details
```

```
}
```

Hope that helps explain the mechanisms a bit.