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\MyAplication\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>
        ]
MyAplication: 1 file(s) built in (0:03.31), 3313 msecs / file, duration = 3438 msecs


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.
