
Subject: ColumnList - Set(Value key, Value val) - Working right?

Posted by [jeremy_c](#) on Sat, 21 Aug 2010 14:55:12 GMT

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I have the following code:

```
Value id = codelist.GetData();
codelist.Set(id, "Hello World!")
```

It does not change the selected item. Instead it seems to be changing the item at an index of "id".

This code works as expected:

```
int idx = codelist.Find(id);
codelist.Set(idx, ~d.value);
```

From Assist++ it seems that .Set(Value key, Value val) should set it based on key, thus the first example should have worked?

Jeremy

Subject: Re: ColumnList - Set(Value key, Value val) - Working right?

Posted by [bonami](#) on Fri, 08 Oct 2010 07:27:08 GMT

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columnlist is like a map. a key is the data's identifier not its index.
use SetIndex(index) to change current item displayed.

Subject: Re: ColumnList - Set(Value key, Value val) - Working right?

Posted by [mrjt](#) on Fri, 08 Oct 2010 09:16:09 GMT

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It's a very small bug. See the definition of the Set functions:

```
void Set(int ii, const Value& key, const Value& val, bool canselect = true);
void Set(int ii, const Value& key, const Value& val, const Display& display, bool canselect
= true);
void Set(int ii, const Value& val, bool canselect = true);
void Set(int ii, const Value& val, const Display& display, bool canselect = true);

void Set(const Value& key, const Value& val, const Display& display, bool canselect);
```

```
void Set(const Value& key, const Value& val, bool canselect);
```

You are intending to call `Set(Value, Value)` but there is no candidate for that, the closest being `Set(Value, Value, bool)`. As there is an implicit declared from `Value` to `int` the compiler is actually choosing `Set(int, Value)`, which sets the value using an index.

The quick solution is to add the `canselect` parameter to your call:

```
Value id = codelist.GetData();  
codelist.Set(id, "Hello World!", true);
```

but the function definition should also be changed to have a default value.
