
Subject: ArrayMap<String,TabCtrl::Item> - check if String exists..

Posted by [Wolfgang](#) on Fri, 18 Nov 2011 10:07:39 GMT

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

Hello,

me again!

I try to create an ArrayMap<String,TabCtrl::Item> and "use" it.

Header file - definition

ArrayMap<String,TabCtrl::Item> tabNames;

IN main.cpp

```
--- String tabName;  
--- TabCtrl tab;  
tabNames.Add("first",tab.Add(loginLayout.SizePos(), t_("Login")));
```

This part "works" (gives no error) but HOW to check if an entry for "first" exists in tabNames?
I already tried tabNames.Find("first") but this returns false even if "first" exists in tabNames.
if (tabNames.Find("first")) PromptOK("OK");

You understand what I mean?

Subject: Re: ArrayMap<String,TabCtrl::Item> - check if String exists..

Posted by [dolik.rce](#) on Fri, 18 Nov 2011 11:13:14 GMT

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

Hi Wolfgang,

you should use something like if (tabNames.Find("first")>=0) PromptOK("OK");

All these little detail can be found in documentation

Best regards,
Honza

Subject: Re: ArrayMap<String,TabCtrl::Item> - check if String exists..

Posted by [Wolfgang](#) on Fri, 18 Nov 2011 11:39:55 GMT

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

Thank you, I just searched in the ArrayMap and couldn't find a entry.

Subject: Re: ArrayMap<String,TabCtrl::Item> - check if String exists..

Posted by [dolik.rce](#) on Fri, 18 Nov 2011 13:04:11 GMT

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

Wolfgang wrote on Fri, 18 November 2011 12:39Thank you, I just searched in the ArrayMap and couldn't find a entry.

Some of the functionality that is common to more classes is often implemented in base classes.

E.g. AString is a base to both String and WString, and AMap is base for ArrayMap and

VerctorMap. So when searching for help you usually want to read those too.

Honza
