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

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

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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?

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

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

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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

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

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

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

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

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

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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

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