
Subject: fills the DropList from VectorMap
Posted by [idkfa46](#) on Mon, 07 May 2012 20:20:23 GMT
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Hi all,
how can I fill a DropList from VectorMap ?!

DropList manual speak about this function:
void Add(DropList& list, const VectorMap<Value, Value>& values)
but when i try to use it I receive the following error:
"function does not take 2 arguments"

```
...  
VectorMap<Value, Value> GetMap(DropList const &dl)  
{  
    VectorMap<Value, Value> res;  
    for(int i = 0; i < dl.GetCount(); i++)  
        res.Add(dl.GetKey(i), dl.GetValue(i));  
    return res;  
}
```

```
void m::Xmlize(XmlIO &xml)  
{  
    if(xml.IsLoading())  
    {  
        VectorMap<Value, Value> v;  
        xml("name", v);  
        dropList.Clear();  
        Add(dropList, v);  
    }  
    else  
    {  
...  
}
```

C:\MyProve\m\main.cpp(34) : error C2660: 'Upp::Ctrl::Add' : function does not take 2 arguments
m: 1 file(s) built in (0:01.80), 1809 msec / file, duration = 1809 msec, parallelization 0%
There were errors. (0:01.90)

Line 34 : Add(dropList, v);

Regards,
Matteo

Subject: Re: fills the DropList from VectorMap

Posted by [mdelfede](#) on Tue, 08 May 2012 08:35:34 GMT

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use

```
::Add(dropList, v)
```

instead of

```
Add(dropList, v)
```

This one puzzles me anyways....

Max

Subject: Re: fills the DropList from VectorMap

Posted by [idkfa46](#) on Tue, 08 May 2012 09:05:58 GMT

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Ty Max, u rock !
