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**Subject:** fills the DropDownList 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 DropDownList from VectorMap ?!

DropDownList manual speak about this function:

```
void Add(DropDownList& 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(DropDownList 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

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**Subject:** Re: fills the DropDownList 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

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Subject: Re: fills the DropDownList from VectorMap

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

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Ty Max, u rock !

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