Subject: ArrayCtrl: Set/Add maps
Posted by mirek on Thu, 05 Sep 2013 09:24:38 GMT
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void ArrayCtrl::Set(int i, const VectorMap<String, Value>& m);
void ArrayCtrl::Set(int i, const ValueMap& m);
void ArrayCtrl::Add(const VectorMap<String, Value>& m);
void ArrayCtrl::Add(const ValueMap& m);

Those method match keys to Ids, then set those found...

Subject: Re: ArrayCtrl: Set/Add maps
Posted by mirek on Wed, 16 Oct 2013 06:42:31 GMT
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Because of possible ambiguities with Value, I have changed some names:

void ArrayCtrl::SetMap(int i, const ValueMap& m);
void ArrayCtrl::AddMap(const ValueMap& m);

and also added:

void ArrayCtrl::SetArray(int i, const ValueArray& va);
void ArrayCtrl::AddArray(const ValueArray& va);