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Hi,

I have the following structure and would like to find complex matches to any item of the structure

```
struct Test: Moveable<Test>
{
  unsigned u;
  String a;
  String b;
  String c;
  bool f:
  static unsigned u_counter;
  Test() {u = u_counter; u_counter++; f = true;};
  Test(String s1, String s2 = "", String s3 = "")
 \{u = u \text{ counter}; u \text{ counter}++; a = s1; b = s2; c = s3; f = true; \};
};
unsigned Test::u_counter = 1;
CONSOLE_APP_MAIN
  Index<Test> tests;
  tests.Add(Test("String1"));
  tests.Add(Test("band"));
  tests.Add(Test("String3","and"));
}
I would like to be able to have
  tests.Find(String(..));
with find "and" matching "band" and "and"
or find "Str" matching "String1" and "String2"
```

Is there a way to do this with existing functions?