Subject: Re: Map with unique keys and transfer semantics?
Posted by Infausto on Sun, 15 May 2016 07:11:53 GMT
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Smart as simple. Good tip, Lance. Now, according to documentation, the AMap<class K, class T, class V, class HashFn>::FindAdd() method returns negative if the key is not found. I suppose that de docs are outdated because names a param that is no there:

int FindAdd(const K& k)
...
x Key to find.
h Precomputed hash value.
Return value Position of element or a negative value if element is not in AMap.

http://www.ultimatepp.org/src$Core$AMap$en-us.html

Anyway, many thanks!