
Subject: Re: VectorMap iteration
Posted by [Oblivion](#) on Fri, 08 Aug 2025 10:17:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Massimo,

It does work. You need to use tilde (~) operator, which returns KeyValueRef:

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
  StdLogSetup(LOG_COUT);
  VectorMap<int, String> m = { {1, "one"}, {2, "two"} };
  for(const auto& [i, s] : ~m)
    LOG("i: " << i << ", s: " << s);
}
```

Best regards,
Oblivion
