

Re: 'CMap' of 'CString' to 'CString'

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2007-04/msg01517.html>

- *From:* "Martin" <martin-g@xxxxxxx>
 - *Date:* 14 Apr 2007 10:49:40 -0700
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On Apr 14, 10:37 pm, "David Ching" <d...@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

"Martin" <marti...@xxxxxxx> wrote in message

news:1176570681.221570.268650@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Hello!

I'm trying to create a dictionary with both key and value of type 'CString'. I declare the object of 'CMap' so it is as closer to std::map, as possible:

```
CMap<CString, const CString&, CString, const CString&> m_appLangs;
```

and semantically it's like this:

```
std::map<std::string, std::string> m_appLangs;
```

You can use the pre-made class CMapStringToString instead of creating your own.

But it seems 'CMap' is not realized as an RB-tree, I guess it must be realized through hash table. The problem is when I make the above declaration, my source file refuse to compile. Here is the simplified error message:

Re: 'CMap' of 'CString' to 'CString'

cannot convert from 'const CString' to 'DWORD_PTR'
see reference to function template instantiation 'UINT
HashKey<ARG_KEY>(ARG_KEY)' being compiled with
[ARG_KEY=const CString &]

Not sure why this is, maybe it doesn't like either the "const" or the '&'.

-- David