Here is TranslateDBClass::Add_Object from TranslateDBClass.cpp:

```cpp
bool TranslateDBClass::Add_Object(TDBObjClass *object)
{
 if (object)
 {
  if (object->Get_ID() <= 999)
  {
   object->Set_ID(Find_Unique_ID());
  }
  int id = object->Get_ID() - 1000;
  while (m_ObjectList.Count() <= id)
  {
   TDBObjClass *obj = 0;
   m_ObjectList.Add(obj);
  }
  m_ObjectList[id] = object;
  StringClass str = object->Get_ID_Desc();
  _strlwr(str.Peek_Buffer());
  m_ObjectHash.Insert(str,object);
  return true;
 }
 return false;
}
```

If you look at it, you can see clearly that it specifically adds empty strings such that the index into the array is always equal to the ID - 1000 (the while() loop in the code above)
In your example, element 0 in the array would contain string ID 1, element 1 would contain string ID 2, element 3 would be empty, element 4 would be empty, element 5 would contain string ID 6, element 6 would contain string ID 7, element 7 would be empty, element 8 would be empty and element 9 would contain string ID 10. Count would be 10.