

---

Subject: Re: up & down within ColumnList moves focus out

Posted by [mirek](#) on Mon, 23 Nov 2009 10:13:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

We can test:

Quote:

```
int ColumnList::RoundedCy()
{
    if (mode != MODE_LIST)
        return GetRect().GetHeight();
    Rect r = GetRect();
    Rect rr = r;
    frame->FrameLayout(r);
    DDUMP(cy);
    DDUMP(r.Height());
    DDUMP(rr.Height());
    return (cy ? r.Height() / cy * cy : 0) + rr.Height() - r.Height();
}
```

(run in fault case and post here what is in the log please).

Mirek

---