
Subject: Re: Selection changes before LostFocus() is called
Posted by [loki](#) on Sun, 23 Dec 2007 23:32:04 GMT

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Yeah. I am getting better.

This one should fix it. But please have a look on it.

```
void ArrayCtrl::DoPoint(Point p, bool dosel) {  
    if(!HasFocusDeep())  
        SetWantFocus();  
  
    p.y += sb;  
    if(p.y >= GetTotalCy() && IsAppendLine())  
        KillCursor();  
    clickpos.y = GetLineAt(p.y);  
    if(!IsNull(clickpos.y))  
        SetCursor0(clickpos.y, dosel);  
    else  
        if(IsCursor())  
            AcceptRow();  
}
```

Tomorrow I will check the one when in RowEdit-Mode.

greetings
loki
