
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
