
Subject: Re: Selection changes before LostFocus() is called

Posted by [mirek](#) on Wed, 26 Dec 2007 10:50:40 GMT

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loki wrote on Sun, 23 December 2007 18:32Yeah. 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

Well, you are right that the behaviour should be consistent.

The problem is that SetWantFocus was moved from the place you suggest to the end of DoPoint in 2005.

The motivation in ArrayCtrl is that sometimes you want to know the previous focus placement when doing WhenSel.

Therefore, maybe, we should rather fix TreeCtrl(?)

Mirek
