
Subject: Re: Key in DropList cannot be same
Posted by [mirek](#) on Thu, 21 Feb 2008 15:00:43 GMT
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bonami wrote on Wed, 20 February 2008 20:24ok. then we've come to the place i first raised the post.

i thought DropList could be full just like WithDropChoice<> and old items might be replaced silently and synchronizing this (old items being deleted) to my "mapping array" would be tough. but i seemed to be wrong.

Yes, usually in cases like this, I "ClearList" and refill (using "Add") after each program state change.

Quote:DropList has no size control, right? so it is all up to me.

Size of what? It has "SetDropLines".

Mirek
