Subject: Re: DropList bug when removing last item
Posted by mirek on Sat, 15 Mar 2008 14:10:19 GMT

Reproduced.

Well, I am not 100% sure what the right behaviour should be here. DropList is explicitely designed to allow having the value not in list. OTOH, the "SetIndex(0)" after removal was already there...

Well, I guess under circumstances, this is the right fix:

```
void  DropList::Adjust()
{
 int i = FindKey(value);
 if(i < 0)
  if(GetCount())
   SetIndex(0);
  else
   SetData(Null);
}
```

Mirek