
Subject: Re: DropList bug when removing last item
Posted by [bytefield](#) on Sat, 15 Mar 2008 14:25:18 GMT
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I guess it could be solved also by adding:
Sync();
in DropList.cpp(line 88) in Remove function

```
void DropList::Remove(int i)
{
    key.Remove(i);
    list.Remove(i);
    Adjust();
    Sync();
}
```

Sync-inc seems the right behavior since almost all functions from DropList do that.

PS:Mirek, could you explain if I'm wrong?
