Hi James!

I have been using your control for over a month now and I must say that it has served me well.

I recommend that we make sure it is compatible with ColumnList (like Uno said) and we iron out some small issues, I recommend we merge this into CtrlLib and replace ColumnList.

And speaking about issues, there is a small thing that I find quite annoying. When using a control in row mode with a lot of items, if you scroll a lot down and click on an item, when that item is focused, the scroll position is slightly altered. Only the first time. If it did this every time maybe I wouldn't find it annoying . You can see this in the example you provided.

Here is a possible solution:

```
void MultiList::PointDown(Point p) {
 int i = GetItem(p);
 bool b = false;
 if (p.y < cy || p.y > GetSize().cy - cy)
  b = true;
 if(i >= 0 && i < GetCount())
  SetCursor0(i, false, b);
 else
 if(clickkill)
  KillCursor();
}

void MultiList::SetCursor0(int c, bool sel, bool scroll)
{
 int c0 = cursor;
 c = minmax(c, 0, GetCount() - 1);
 if(c < 0 || cursor < 0)
  Refresh();
 else
  RefreshCursor();
 cursor = c;
 int q = sb;
 if (scroll)
  ScrollInto(cursor);
 if(q != sb)
  Refresh();
 else
  RefreshCursor();
 if(sel && multi) {
  ClearSelection();
```

```
   if(cursor >= 0) {
    SelectOne(cursor, true);
    anchor = cursor;
   }
  }
  if(c0 != cursor) {
   if(cursor >= 0)
    WhenEnterItem();
   else
    WhenKillCursor();
   WhenSel();
  }
  SyncInfo();
  Action();
}

void MultiList::SetCursor(int c)
{
 SetCursor0(c, true, false);
}


void   SetCursor0(int c, bool sel, bool scroll = true);
```