Subject: Re: LineEdit MouseMove and LeftDrag bug fix
Posted by mirek on Fri, 05 Jun 2009 07:50:24 GMT
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Thanks, now I can see the problem with first and last characters.

Now fixed:

```
void LineEdit::MouseMove(Point p, dword flags) {
 if((flags & K_MOUSELEFT) && HasFocus() && HasCapture()) {
  int c = GetMousePos(p);
  PlaceCaret(c, mpos != c);
 }
}
```

I will check D&D issue soon - but I believe it is rather problem with DnD in X11 in general, so there should go the fix.

Mirek