Subject: Re: Cursor select behaviour; feature request
Posted by janwilmans on Tue, 16 Jun 2009 10:34:01 GMT
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I did some debugging of theide in theide using the code-hits you gave me, Mirek:

```
void LineEdit::LeftDown(Point p, dword flags) {
 mpos = GetMousePos(p);
 int l, h;
 if(GetSelection(l, h) && mpos >= l && mpos < h) {
  selclick = true;
  return;
 }
 PlaceCaret(mpos, flags & K_SHIFT);
 SetWantFocus();
 SetCapture();
}
```

here GetSelection return false for me, in GetSelection() anchor == -1.

(for the shift-left-click behind the selection)

This seems to fix my problem:

```
void LineEdit::LeftDown(Point p, dword flags) {
 mpos = GetMousePos(p);
 int l, h;
 GetSelection(l, h);
 if (mpos >= l) { // && mpos < h) {
  selclick = true;
  return;
 }

 PlaceCaret(mpos, flags & K_SHIFT);
 SetWantFocus();
 SetCapture();
}
```

because GetSelection() returns false sometimes and l = h = cursor happens then. I also had to chuck out the mpos < h check which would otherwise fail ofcourse

I don't know what other things this will break

Greetings,

Jan