
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

