Subject: Re: Cursor select behaviour; feature request
Posted by mirek on Sun, 21 Jun 2009 18:17:46 GMT
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skyhawk wrote on Tue, 16 June 2009 06:34I 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)

Yep, that is correct. The 'if' branch detects click on selection, which is handled differently (can initiate drag&drop).

It is true that there should perhaps be another K_SHIFT check (with SHIFT, D&D should not start).

Quote:
```
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

D&D

Mirek