Subject: ColumnList BUG FIXED !!! dragging last element makes disappear all other items
Posted by kohait00 on Tue, 20 Oct 2009 18:39:16 GMT
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hi there

using columnlist, i recognized a strange behavior, when playing in the ColumnListDnD example.

moving the last element somewhere up, leaves the list with only this one element, the others are gone.

here comes the bugfix:

against current 1632 revision release
ColumnList.cpp:838
```
 if((c >= 0) && (c < GetCount()))
```
instead of
```
 if(c >= 0)
```

and another bugfix concerning the keys

ColumnList.cpp:1001
```
 InsertDrop(ii, keys, data, d, &src == this);
```
instead of
```
 InsertDrop(ii, data, d, &src == this);
```