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Subject: FileSel file seting

Posted by [koldo](#) on Thu, 13 May 2010 09:05:06 GMT

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Hello Mirek

A very small fix and a question.

- After last changes line "const char \*fs = "Software\\Microsoft\\Windows\\CurrentVersion\\Explorer\\Shell Folders" in FileSel.cpp seems not to be necessary.

- I wanted to set "file" field before an ExecuteOpen() to be the by default file, but I do not know how as Update() function deletes it:

```
void FileSel::Update() {
    String fn;
    if(list.IsSelection()) {
        for(int i = 0; i < list.GetCount(); i++)
            if(list.IsSelected(i))
                Catq(fn, list[i].name);
    }
    else
        if(list.IsCursor()) {
            const FileList::File& m = list[list.GetCursor()];
            if(!m.isdir)
                Catq(fn, m.name);
        }
    if(mode == OPEN)
        file <<= fn;
    ...
}
```

As fn is empty because FileSel window is just open and user has not selected anything, file <<= fn; always deletes it.

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