
Subject: Re: [BUG #1858, + PATCH] CodeEditor: press BACKSPACE (and DELETE) key twice in order to remove one char.

Posted by [omari](#) on Fri, 20 Apr 2018 11:27:02 GMT

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after more research, I find that the real source of the problem is the triggering of a MouseMove event while the mouse left button is down.

so to reproduce the problem in the ide:

Mouse :

- LeftDown : clicks somewhere in the text
- MouseMove : makes a little mouse move in order to raise a MouseMove event, but without selection
- LeftUp : releases the button.

Keyboard:

- press the key BACKSPACE (or DELETE)

==> the key pressed do nothing,

after analyzing LineEdit :: MouseMove:

```
void LineEdit::MouseMove(Point p, dword flags) {  
    if((flags & K_MOUSELEFT) && HasFocus() && HasCapture()) {  
        int64 c = GetMousePos(p);  
        dorectsel = flags & K_ALT;  
        PlaceCaret(c, mpos != c || HasCapture());           // <<-----  
        dorectsel = false;  
    }  
}
```

I notice that the line `PlaceCaret(c, mpos != c || HasCapture());` is equivalent to `PlaceCaret(c, true);` because if `HasCapture()` is false, the condition `if((flags & K_MOUSELEFT) && HasFocus() && HasCapture())` is false too.

then i think, this line shall be

```
PlaceCaret(c, mpos != c );  
which solves the bug
```