Subject: Re: Problem with ColumnList (with example)
Posted by mirek on Fri, 13 Oct 2006 14:31:06 GMT
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Thanks. Actually, the real problem was wrong colors for selected item in GetItemStyle. This bug escaped our attention because ColumnList so far is used just for filelists, where it has different Display.

As for not selecting the item without Shift or Ctrl, that is correct - cursor is not considered to be the selection.

ColumnList returns IsSelection when there are selected items. When there are not, IsCursor still can be true - in that case you have to use GetCursor to find which item has cursor.

My fixed GetItemStyle version:

```
void ColumnList::GetItemStyle(int i, Color& ink, Color& paper, dword& style)
{
 ink = SColorText;
 paper = SColorPaper;
 const Item& m = item[i];
 style = 0;
 if(i == cursor) {
  style = isselection ? Display::CURSOR : Display::CURSOR|Display::SELECT;
  paper = isselection ? Blend(SColorHighlight, SColorFace) : SColorFace;
  if(HasFocus()) {
   style |= Display::FOCUS;
   paper = isselection ? Blend(SColorHighlight, SColorPaper) : SColorHighlight;
   ink = SColorPaper;
  }
 }
 if(m.sel) {
  style |= Display::SELECT;
  paper = SColorShadow;
  if(HasFocus())
   style |= Display::FOCUS;
 }
}
```

Note: Instead that complicated game with LogPos at the benning of AWindow, SetRect(0, 0, 228, 356); would be a simpler variant.