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Subject: ArrayCtrl in Multiselect mode

Posted by [pvictor](#) on Wed, 07 Dec 2022 04:55:49 GMT

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Hi!

ArrayCtrl in Multiselect mode generates 2 events WhenSel on each mouse click. This may cause problems in some cases.

Code:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct Test : TopWindow {
    ArrayCtrl ar;
    Test() {
        SetRect(0, 0, 640, 480);
        Add(ar.SizePos());
        ar.MultiSelect();
        ar.AddColumn("Col 1", 1);
        for (int i=0; i<20; ++i) ar.Add(i);
        ar.WhenSel = [this] {
            RDUMP(ar.GetCursor());
        };
    }
};

GUI_APP_MAIN {
    Test().Run();
}
```

Log:

```
ar.GetCursor() = 2
ar.GetCursor() = 2
ar.GetCursor() = 4
ar.GetCursor() = 4
ar.GetCursor() = 8
ar.GetCursor() = 8
```

Currently, I have to add this code to the event handler:

```
static int i0=-1;
int i=ar.GetCursor();
if (i==i0 || (i0=i)<0) return;
```

Best regards,  
Victor

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