Subject: DropList bug when using convert, and a possible fix
Posted by zsolt on Fri, 27 Oct 2023 14:06:28 GMT
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An example:

```
using namespace Upp;

struct MyApp : TopWindow {
 DropList dl;
 MapConvert convert;

 MyApp()
 {
  convert
   .Add(1, "Alpha")
   .Add(2, "Beta")
   .Add(3, "Gamma")
   .Add(4, "Delta")
  ;
  dl.SetConvert(convert);
  dl
   .Add(1)
   .Add(2)
   .Add(3)
   .Add(4)
  ;
  Add(dl.HSizePos().TopPos(5, Ctrl::STDSIZE));
  ActiveFocus(dl);
  SetRect(0, 0, 200, 70);
 }
};

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

The problem is, that pressing A, B, G or D on keyboard it doesn't select any value.
But pressing 1, 2, 3 or 4 it does.

Fix:

```
@@ -157,15 +157,16 @@ int PopUpList::GetCursor() const
 bool PopUpList::Key(int c)
 {
  int q = GetCursor();
```

```
  q = q >= 0 ? q + 1 : 0;
  c = ToUpperAscii(c);
  for(int i = 0; i < GetCount(); i++) {
   int ii = (q + i) % GetCount();
-  if(ToUpperAscii(*StdFormat(items[ii]).ToWString()) == c) {
+  int current = convert ? *convert->Format(items[ii]).ToString().ToWString() :
*StdFormat(items[ii]).ToWString();
+  if(ToUpperAscii(current) == c) {
    SetCursor(ii);
    return true;
   }
  }
  return false;
 }
```