
Subject: Re: Adding simple Append to TextCtrl?
Posted by [kov_serg](#) on Mon, 11 Nov 2024 16:01:16 GMT
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How about AppendPreservingSelection for interactive adding text to control:

```
void LineEdit_Append2(LineEdit &edit, const String &text) {  
    int64 pos=edit.GetCursor64(), len=edit.GetLength64();  
    int64 h,t; bool sel=edit.GetSelection(h,t);  
    edit.Append(text);  
    if (pos==len) {  
        len=edit.GetLength();  
        edit.SetCursor(len);  
        if (sel && t==pos) t=len;  
    }  
    if (sel) edit.SetSelection(h,t);  
}
```

It keeps selection and cursor position if it was at the end.
