
Subject: DropDownList bug

Posted by [zsolt](#) on Mon, 13 Nov 2006 12:14:03 GMT

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Testcase:#include <CtrlLib/CtrlLib.h>

```
struct MyApp : TopWindow {
    DropDownList dl;

    MyApp()
    {
        dl.Add("Alpha");
        dl.Add("Beta");
        dl.Add("Gamma");
        Add(dl.HSizePos().TopPos(5, Ctrl::STDSIZE));
        SetRect(0, 0, 200, 70);
    }
};

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

The problem is, that pressing 'a' key, "Alpha" is not selected. Generally, you can never select the first row of the list, pressing its first letter on keyboard.

Fix:

I commented out one line, but I'm not sure, if it doesn't break any other thing.

```
bool DropDownList::Key(dword k, int) {
    if(IsReadOnly()) return false;
    switch(k) {
        case K_ALT_DOWN:
            Push();
            break;
        case K_DOWN:
        case K_RIGHT:
            Change(1);
            break;
        case K_UP:
        case K_LEFT:
            Change(-1);
            break;
        default:
            if(k >= 32 && k < 256) {
                //list.SetCursor(key.Find(value));
                int c = list.GetCursor();
                bool b = list.Key(k, 1);
            }
    }
}
```

```
    if(list.GetCursor() != c) Select();  
    return b;  
}  
return false;  
}  
return true;  
}
```
