
Subject: Re: DropList bug

Posted by [mirek](#) on Mon, 13 Nov 2006 13:57:04 GMT

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This should be (more) correct, I hope:

default:

```
if(k >= 32 && k < 256) {  
    bool b = list.Key(k, 1);  
    if(list.IsCursor() && key[list.GetCursor()] != value)  
        Select();  
    return b;  
}  
return false;
```

Mirek
