
Subject: Re: DropList bug

Posted by [zsolt](#) on Tue, 21 Nov 2006 21:02:14 GMT

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The modified 611-dev3 version is not working again. But changing back to your previous correction works well:

default:

```
if(k >= 32 && k < 256) {  
    bool b = list.Key(k, 1);  
    //if(list.GetCursor() >= 0 && list.GetCount() < key.GetCount() && key[list.GetCursor()] != value)  
    if(list.IsCursor() && key[list.GetCursor()] != value)  
        Select();  
    return b;  
}  
return false;
```
