
Subject: FileSel in Windows: a small problem

Posted by [pvictor](#) on Tue, 10 Apr 2018 10:34:41 GMT

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Hello.

I noticed a small issue in FileSel under Windows:

when I click "Network" on the left side, then any local disk, it opens, but I cannot enter into any subdirectory.

If after clicking "Network" I enter into any network folder, all works OK.

It happens in Thelde as well.

I've found a small change in source code, that solves this problem:

CtrlLib/FileSel.cpp before:

```
bool FileSel::OpenItem() {
    if(list.IsCursor()) {
#ifdef PLATFORM_WIN32
        if(netnode.GetCount()) {
            SelectNet();
            return true;
        }
    }
    #endif
    const FileList::File& m = list.Get(list.GetCursor());
    #ifdef PLATFORM_WIN32
    if(IsNull(dir) && m.name == t_("Network")) {
        netnode = NetNode::EnumRoot();
        netnode.Append(NetNode::EnumRemembered());
        LoadNet();
        return true;
    }
    #endif
    if(m.isdir) {
        SetDir(AppendFileName(~dir, m.name));
        return true;
    }
}
if(mode != SELECTDIR)
    Finish();
return false;
}
```

CtrlLib/FileSel.cpp after:

```
bool FileSel::OpenItem() {
    if(list.IsCursor()) {
        const FileList::File& m = list.Get(list.GetCursor());
#ifdef PLATFORM_WIN32
```

```

if(IsNull(dir) && m.name == t_("Network")) {
    netnode = NetNode::EnumRoot();
    netnode.Append(NetNode::EnumRemembered());
    LoadNet();
    return true;
}
#endif
if(m.isdir) {
    SetDir(AppendFileName(~dir, m.name));
    return true;
}

// just moved from above
#ifdef PLATFORM_WIN32
if(netnode.GetCount()) {
    SelectNet();
    return true;
}
#endif

}
if(mode != SELECTDIR)
    Finish();
return false;
}

```

Most likely, this swapping the code isn't the best solution, but it helps.

Victor

Subject: Re: FileSel in Windows: a small problem
 Posted by [mirek](#) on Mon, 23 Apr 2018 09:46:01 GMT
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Thank you, fixed.

Subject: Re: FileSel in Windows: a small problem
 Posted by [Novo](#) on Mon, 23 Apr 2018 16:45:34 GMT
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There is a small problem with Linux.
 FileSel::GoToPlace() should look like below.

```
void FileSel::GoToPlace()
{
    if(places.IsCursor()) {
#ifdef PLATFORM_WIN32
        netnode.Clear();
#endif
        dir <=< places.GetKey();
        Load();
    }
}
```
