
Subject: Suggestion for SuggestCtrl
Posted by [luoganda](#) on Wed, 11 Jul 2018 00:34:25 GMT
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Adding this two to SuggestCtrl may be usefull...

```
void ChkAddList(const WString& s)          { if(-1==FindIndex(data,s))data.Add(s); }  
const Vector<WString>& GetList()          { return data; }
```

Also, adding AdjustWidth - to adjust dropDownArrList to owner width - would be nice,
but using something like: `Logc x; x.SetB(GetSize().cx);list.SetPosX(x);` doesn't seem to work.

Subject: Re: Suggestion for SuggestCtrl
Posted by [mirek](#) on Mon, 23 Jul 2018 08:15:23 GMT
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Thanks, applied. I have renamed ChkAddList to FindAddList (a little bit more consistent IMO).

I have also made changes to the width of drop popup - I guess it now does what you need as default.

Subject: Re: Suggestion for SuggestCtrl
Posted by [luoganda](#) on Mon, 23 Jul 2018 16:29:02 GMT
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Yes, that would be it, thanks.

But there is a small bug in
`void FindAddList(const char *s)...`
the bug is recursion.

Subject: Re: Suggestion for SuggestCtrl
Posted by [mirek](#) on Tue, 24 Jul 2018 06:30:10 GMT
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Thanks.
