Subject: Application hangs on renaming directories accidentally
Posted by zsolt on Sat, 14 Sep 2019 01:18:13 GMT
View Forum Message <> Reply to Message

Some users try changing to a directory with double click, but too slowly, so FileSel changes the directory name editable.
But the user don't want to rename it, so presses Enter key.
This hangs the app for seconds on the top of a large directory tree. Just try it with Windows directory.

Proposed patch is very simple:

```
 void FileSel::Rename(const String& on, const String& nn) {
+ if(on == nn) return;
 #ifdef PLATFORM_WIN32
  if(FileMove(FilePath(on), FilePath(nn)))
```

Subject: Re: Application hangs on renaming directories accidentally
Posted by mirek on Mon, 14 Oct 2019 20:40:53 GMT
View Forum Message <> Reply to Message

zsolt wrote on Sat, 14 September 2019 03:18Some users try changing to a directory with double click, but too slowly, so FileSel changes the directory name editable.
But the user don't want to rename it, so presses Enter key.
This hangs the app for seconds on the top of a large directory tree. Just try it with Windows directory.

Proposed patch is very simple:

```
 void FileSel::Rename(const String& on, const String& nn) {
+ if(on == nn) return;
 #ifdef PLATFORM_WIN32
  if(FileMove(FilePath(on), FilePath(nn)))
```

Applied, thank you.