
Subject: [Bug-Patch] ArrayCtrl: the cursor, does not skip hidden rows

Posted by [omari](#) on Tue, 03 Jan 2023 12:51:19 GMT

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Test case:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{  
    TopWindow win;  
    ArrayCtrl arr;  
    arr.AddColumn("");  
  
    for(int i = 0; i < 10; i++){  
        arr.Add(i);  
        arr.ShowLine(i, i%2);  
    }  
  
    win.Add(arr.SizePos());  
    win.Run();  
}
```

then use keyboard arros in order to change the cursor.

patch:

replace

```
int ArrayCtrl::FindEnabled(int i, int dir)  
{  
    ASSERT(dir == -1 || dir == 1);  
    while(i >= 0 && i < GetCount()) {  
        if(IsLineEnabled(i))  
            return i;  
        i += dir;  
    }  
    return -1;  
}
```

with:

```
int ArrayCtrl::FindEnabled(int i, int dir)
{
    ASSERT(dir == -1 || dir == 1);
    while(i >= 0 && i < GetCount()) {
        if(IsLineEnabled(i) && IsLineVisible(i))
            return i;
        i += dir;
    }
    return -1;
}
```
