
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;
}
```
