
Subject: DropDownList bug when using convert, and a possible fix

Posted by [zsolt](#) on Fri, 27 Oct 2023 14:06:28 GMT

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An example:

```
using namespace Upp;
```

```
struct MyApp : TopWindow {
```

```
    DropDownList dl;
```

```
    MapConvert convert;
```

```
MyApp()
```

```
{
```

```
    convert
```

```
        .Add(1, "Alpha")
```

```
        .Add(2, "Beta")
```

```
        .Add(3, "Gamma")
```

```
        .Add(4, "Delta")
```

```
    ;
```

```
    dl.SetConvert(convert);
```

```
    dl
```

```
        .Add(1)
```

```
        .Add(2)
```

```
        .Add(3)
```

```
        .Add(4)
```

```
    ;
```

```
    Add(dl.HSizePos().TopPos(5, Ctrl::STDSIZE));
```

```
    ActiveFocus(dl);
```

```
    SetRect(0, 0, 200, 70);
```

```
}
```

```
};
```

```
GUI_APP_MAIN
```

```
{
```

```
    MyApp().Run();
```

```
}
```

The problem is, that pressing A, B, G or D on keyboard it doesn't select any value.
But pressing 1, 2, 3 or 4 it does.

Fix:

```
@@ -157,15 +157,16 @@ int PopUpList::GetCursor() const
```

```
bool PopUpList::Key(int c)
```

```
{
```

```
    int q = GetCursor();
```

```

q = q >= 0 ? q + 1 : 0;
c = ToUpperAscii(c);
for(int i = 0; i < GetCount(); i++) {
    int ii = (q + i) % GetCount();
-   if(ToUpperAscii(*StdFormat(items[ii]).ToWString()) == c) {
+   int current = convert ? *convert->Format(items[ii]).ToString().ToWString() :
*StdFormat(items[ii]).ToWString();
+   if(ToUpperAscii(current) == c) {
        SetCursor(ii);
        return true;
    }
}
return false;
}

```
