
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;
}
```
