Subject: DropList bug
Posted by zsolt on Mon, 13 Nov 2006 12:14:03 GMT
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Testcase:#include <CtrlLib/CtrlLib.h>

```
struct MyApp : TopWindow {
 DropList dl;

 MyApp()
 {
  dl.Add("Alpha");
  dl.Add("Beta");
  dl.Add("Gamma");
  Add(dl.HSizePos().TopPos(5, Ctrl::STDSIZE));
  SetRect(0, 0, 200, 70);
 }
};

GUI_APP_MAIN
{
 MyApp().Run();
}
```

The problem is, that pressing 'a' key, "Alpha" is not selected. Generally, you can never select the first row of the list, pressing its first lettel on keyboard.

Fix:
I commented out one line, but I'm not sure, if it doesn't break any other thing.

```
bool DropList::Key(dword k, int) {
 if(IsReadOnly()) return false;
 switch(k) {
 case K_ALT_DOWN:
  Push();
  break;
 case K_DOWN:
 case K_RIGHT:
  Change(1);
  break;
 case K_UP:
 case K_LEFT:
  Change(-1);
  break;
 default:
  if(k >= 32 && k < 256) {
   //list.SetCursor(key.Find(value));
   int c = list.GetCursor();
   bool b = list.Key(k, 1);
```

```
   if(list.GetCursor() != c) Select();
   return b;
  }
  return false;
 }
 return true;
}
```

Subject: Re: DropList bug
Posted by mirek on Mon, 13 Nov 2006 13:57:04 GMT
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This should be (more) correct, I hope:

```
 default:
  if(k >= 32 && k < 256) {
   bool b = list.Key(k, 1);
   if(list.IsCursor() && key[list.GetCursor()] != value)
    Select();
   return b;
  }
  return false;
```

Mirek

Subject: Re: DropList bug
Posted by zsolt on Mon, 13 Nov 2006 14:15:33 GMT
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Seems to be working, thanks!

Subject: Re: DropList bug
Posted by zsolt on Tue, 21 Nov 2006 21:02:14 GMT
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The modified 611-dev3 version is not working again. But changing back to your previous correction works well:

```
 default:
  if(k >= 32 && k < 256) {
   bool b = list.Key(k, 1);
   //if(list.GetCursor() >= 0 && list.GetCount() < key.GetCount() && key[list.GetCursor()] != value)
```

```
  if(list.IsCursor() && key[list.GetCursor()] != value)
   Select();
  return b;
 }
 return false;
```

Subject: Re: DropList bug
Posted by mirek on Tue, 21 Nov 2006 21:06:17 GMT
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zsolt wrote on Tue, 21 November 2006 16:02The modified 611-dev3 version is not working again.
But changing back to your previous correction works well:

```
 default:
  if(k >= 32 && k < 256) {
   bool b = list.Key(k, 1);
   //if(list.GetCursor() >= 0 && list.GetCount() < key.GetCount() && key[list.GetCursor()] != value)
   if(list.IsCursor() && key[list.GetCursor()] != value)
    Select();
   return b;
  }
  return false;
```

Why I am so stupid ?

```
if(list.GetCursor() >= 0 && list.GetCursor() < key.GetCount() && key[list.GetCursor()] != value)
```

Mirek

Subject: Re: DropList bug
Posted by zsolt on Tue, 21 Nov 2006 21:13:42 GMT
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Quote:if(list.GetCursor() >= 0 && list.GetCursor() < key.GetCount() && key[list.GetCursor()] != value)
Thanks, this is working well
