
Subject: DropDownList 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 {
    DropDownList 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 letter on keyboard.

Fix:

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

```
bool DropDownList::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
