Subject: DropList bug when removing last item
Posted by kodos on Fri, 14 Mar 2008 17:47:15 GMT
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Hi,

when you remove an item from a DropList it normally selects the first item in the DropList, but if that Item was the last one it won't update the screen, you have to click on the DropList and that it will update itself.

I have attached a test case.

BTW: If I use the Assist++ to view the available methods from the DropList class it doesn't show me the Remove(int i) method.

File Attachments
1) DropListBug.7z, downloaded 483 times

Subject: Re: DropList bug when removing last item
Posted by cbpporter on Fri, 14 Mar 2008 18:29:47 GMT
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kodos wrote on Fri, 14 March 2008 19:47Hi,

when you remove an item from a DropList it normally selects the first item in the DropList, but if that Item was the last one it won't update the screen, you have to click on the DropList and that it will update itself.

I have attached a test case.

BTW: If I use the Assist++ to view the available methods from the DropList class it doesn't show me the Remove(int i) method.
Could not reproduce. Everything worked as expected. Could you post U++ version number and build settings.

kodos wrote on Fri, 14 March 2008 19:47BTW: If I use the Assist++ to view the available methods from the DropList class it doesn't show me the Remove(int i) method.

Yes, you are right. It doesn't appear under "all", but does appear under "DropList".

Subject: Re: DropList bug when removing last item
Posted by kodos on Fri, 14 Mar 2008 19:02:09 GMT
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cbpporter wrote on Fri, 14 March 2008 19:29Could not reproduce. Everything worked as expected. Could you post U++ version number and build settings.

Hm, I'm on Windows XP with latest SVN.

Subject: Re: DropList bug when removing last item
Posted by bytefield on Fri, 14 Mar 2008 19:04:09 GMT
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Hi. I've tested it under Ubuntu, U++ SVN 182, and indeed DropList isn't updated after removing last item.

Subject: Re: DropList bug when removing last item
Posted by mirek on Sat, 15 Mar 2008 14:10:19 GMT
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Reproduced.

Well, I am not 100% sure what the right behaviour should be here. DropList is explicitely designed to allow having the value not in list. OTOH, the "SetIndex(0)" after removal was already there...

Well, I guess under circumstances, this is the right fix:

```
void  DropList::Adjust()
{
 int i = FindKey(value);
 if(i < 0)
  if(GetCount())
   SetIndex(0);
  else
   SetData(Null);
}
```

Mirek

Subject: Re: DropList bug when removing last item
Posted by bytefield on Sat, 15 Mar 2008 14:25:18 GMT
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I guess it could be solved also by adding:

```
 Sync();
```
in DropList.cpp(line 88) in Remove function

```
void DropList::Remove(int i)
{
 key.Remove(i);
 list.Remove(i);
 Adjust();
 Sync();
}
```

Sync-inc seems the right behavior since almost all functions from DropList do that.

PS:Mirek, could you explain if I'm wrong?

Subject: Re: DropList bug when removing last item
Posted by mirek on Sat, 15 Mar 2008 14:45:11 GMT
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IMO, this is exactly the dilemma we are facing...

What you sugest would make it seem empty, but GetData would return the original value.

Mirek

Subject: Re: DropList bug when removing last item
Posted by kodos on Sat, 15 Mar 2008 15:20:49 GMT
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I think the behavior of Mireks patch is right, because when I remove an element from the list, I really want it to be gone .
