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Subject: FileSel file seting  
Posted by [koldo](#) on Thu, 13 May 2010 09:05:06 GMT  
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Hello Mirek

A very small fix and a question.

- After last changes line "const char \*fs = "Software\\Microsoft\\Windows\\CurrentVersion\\Explorer\\Shell Folders" in FileSel.cpp seems not to be necessary.

- I wanted to set "file" field before an ExecuteOpen() to be the by default file, but I do not know how as Update() function deletes it:

```
void FileSel::Update() {  
    String fn;  
    if(list.IsSelection()) {  
        for(int i = 0; i < list.GetCount(); i++)  
            if(list.IsSelected(i))  
                Catq(fn, list[i].name);  
    }  
    else  
    if(list.IsCursor()) {  
        const FileList::File& m = list[list.GetCursor()];  
        if(!m.isdir)  
            Catq(fn, m.name);  
    }  
    if(mode == OPEN)  
        file <=& fn;  
    ...  
}
```

As fn is empty because FileSel window is just open and user has not selected anything, file <=& fn; always deletes it.

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Subject: Re: FileSel file seting  
Posted by [mirek](#) on Thu, 13 May 2010 13:40:55 GMT  
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koldo wrote on Thu, 13 May 2010 05:05Hello Mirek

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Thanks, removed.

Quote:

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I believe that what you are looking for is "PreSelect".

Mirek

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Subject: Re: FileSel file seting  
Posted by [koldo](#) on Thu, 13 May 2010 13:43:54 GMT  
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luzr wrote on Thu, 13 May 2010 15:40koldo wrote on Thu, 13 May 2010 05:05Hello Mirek

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Mirek

Xcellent!

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