Subject: [BUG] DropList selection goes blank...
Posted by ptkacz on Sun, 04 Nov 2018 19:38:02 GMT
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Here's a bit of code that populates a DropList and selects one of the options to display as default value:

```
dropList.Add("Cows");
dropList.Add("Apples");
dropList.Add("Cars");
dropList.Set("Cars");
```

Initially when the drop-list displays, "Cars" lists as the default selection. Upon selection, "Cars" still lists, followed by the drop list of values, Cows (highlighted), Apples, and Cars. When focus is removed away from the drop-list, the original selected entry is cleared.

Now, if a selection was made from the drop-list was previously user selected, and the drop-list is selected, followed by focus being removed and the drop-list collapsing, the previous selection would continue to display.

Why is this behaviour happening?

Peter

Subject: Re: [BUG] DropList selection goes blank...
Posted by mirek on Mon, 05 Nov 2018 18:34:26 GMT
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ptkacz wrote on Sun, 04 November 2018 20:38Here's a bit of code that populates a DropList and selects one of the options to display as default value:

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Why is this behaviour happening?

Peter

Wrong method. Use SetData or operator<<=.

Mirek

Subject: Re: [BUG] DropList selection goes blank...
Posted by ptkacz on Tue, 13 Nov 2018 00:28:00 GMT
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Thanks Mirek!

Incorrect method, yes. The documentation mentions the SetData / GetData methods only in passing, in the paragraph at the top of the page. Probably should list it in amongst the other Public Methods!

Subject: Re: [BUG] DropList selection goes blank...
Posted by mirek on Tue, 13 Nov 2018 08:12:21 GMT
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ptkacz wrote on Tue, 13 November 2018 01:28Thanks Mirek!

Incorrect method, yes. The documentation mentions the SetData / GetData methods only in passing, in the paragraph at the top of the page. Probably should list it in amongst the other Public Methods!

Yeah, well, it is because it is so "central" feature of U++.

If widget holds single value, it has SetData/GetData. And you are supposed to always use ~ and <<= (or SetData/GetData if you have operator overloading phobia, but then it is unlikely that you would like U++

Mirek
