

## User Interface - Bug #6636

### Unwanted selection due to direct manipulation

07/25/2022 11:23 AM - Stanislav Lomany

<b>Status:</b>	WIP	<b>Start date:</b>	07/25/2022
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Stanislav Lomany	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>case_num:</b>	
<b>billable:</b>	No		
<b>vendor_id:</b>	GCD		
<b>Description</b>			

### History

#### #2 - 07/25/2022 11:24 AM - Stanislav Lomany

Read #5644-23 and #5644-25 for a start.

#### #3 - 07/25/2022 11:44 AM - Stanislav Lomany

Eugenie, the changed condition

```
-         if (bc.selectable && bc.selected && !bc.manualHighlight)
+         if (bc.selected && !bc.manualHighlight)
```

resided in drawing code, which on practice means that a widget could be selected using UI, but it was not **drawn** as selected.

Now I see a problem that a non-selected widget cannot be dragged. In `MouseDirectManipulation.getMovableWidgetsBounds()` and `getWidgetsToMove()` there're 4 places where a widget is considered movable if `widget.selected && widget.movable`. However I don't observe it in 4GL: if a widget is moved, it is selected *at the end* of drag. And a widget is not selected if it is a non-selectable widget. While FWD relied on widget being secretly selected on mouse down.

Sure if I remove `widget.selected` part from the `widget.selected && widget.movable` condition there're more problems down the rabbit hole. So I want to ask if I'm missing something?