fix-stale-crossframe-redraw-after-delete-v1.0

Dev report · r27773 baseline · 1 file

Cause

- deleteSelectedTextFromFrame() operates entirely on the shared underlying story data — confirmed: zero calls to invalid, update(), m_nextBox, or m_backBox anywhere in the function.
- The deletion itself is correctly shared across linked frames, but nothing tells the other frame's own render state that anything changed.
- The caller's own post-edit refresh (update()) only ever targets whichever frame currently has focus.

Fix

- After the deletion completes, call invalidateLayout(true) — an existing utility that already walks the entire linked chain in both directions.
- Then explicitly call updateLayout() on m_nextBox/m_backBox if present, matching the exact check-then-refresh pattern already used elsewhere in this file (slotInvalidateLayout()).

Why this approach

- Reuses proven, already-correct infrastructure instead of writing new chain-walking logic.
- Genuinely cheaper and lower-risk than it first appeared, and consistent with how neighbouring-frame invalidation is already handled everywhere else in this codebase.

Independence

- Confirmed standalone against pristine r27773 — reproducible via Delete or Edit-menu Cut, with no dependency on the separate Ctrl-selection-clearing fix.
- Verified both patches apply together, either order, with no conflict.
- Reproducing this specific symptom by way of Ctrl+X does require the separate Ctrl-selection-clearing fix to be applied first, since otherwise the selection never survives long enough to attempt the cut (see the related Ctrl issue).

Files: pageitem_textframe.cpp.