
Subject: Re: error compiling latest uvs2 ide
Posted by [mirek](#) on Wed, 16 Aug 2006 21:04:53 GMT
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Sorry

Editor.cpp 377:

```
void RichEdit::SetupLanguage(pick_ Vector<int>& _lng)
{
    Vector<int>& lng = const_cast<Vector<int>&>(_lng);
```

...or just sync uvs2

Mirek
