
Subject: Re: [BUG] Ctrl::AlignRight
Posted by [mrjt](#) on Tue, 04 Mar 2008 14:39:04 GMT
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Cool. This seems to be a recurring problem (I think I've seen it mentioned before anyway), and is linked to this line in ide/LayDes/item.cpp:

```
Vector<int> o = GetSortOrder(property, FieldRelation(&ItemProperty::level, StdLess<int>()));
```

Presumably the intent here is to leave all properties that haven't had a specific order set (have level = 0) in the same relative place in the list. Is it possible that the algorithm used for sorting here is moving them?

That would explain the problem, but it might be easier/more sensible just to add fixed orders to all the properties anyway.
