
Subject: Re: Newbie question: ArrayCtrl::IsModified(int ii) not work at expected.
Posted by [Lance](#) on Mon, 14 Mar 2011 05:45:24 GMT

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Not actually related, I just saw this code in Callback.cpp

```
bool Gate::Execute() const
{
    return (void *)action == (void *)1 ? true : action ? action->Execute() : false;
}
```

Would something like this be overly smart ?

```
bool Gate::Execute() const
{
    return (void *)action < (void *)2 ? (void *)action == (void *)1 : action->Execute();
}
// or even
//return (void *)action < (void *)2 ? (bool)action : action->Execute();
}
```