Subject: Random line breaks
Posted by unodgs on Wed, 20 Aug 2014 17:52:23 GMT
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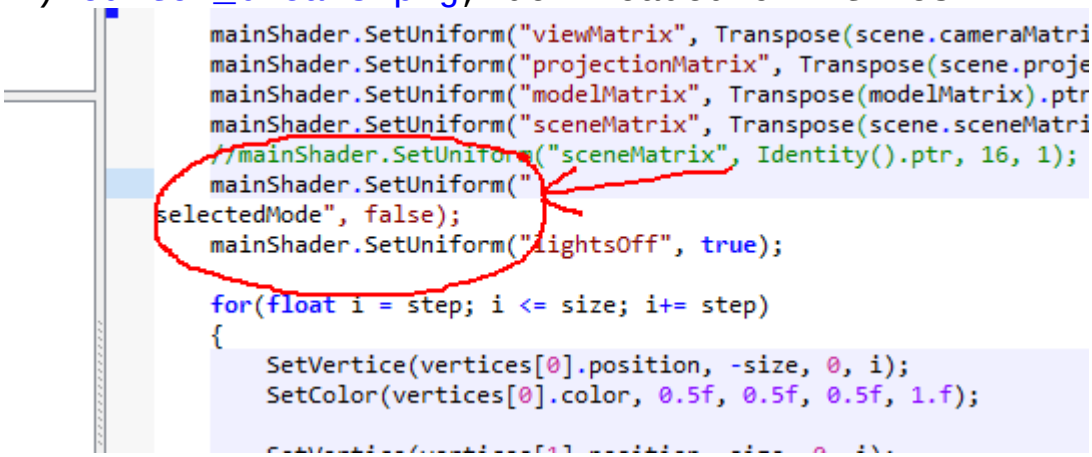
I don't know when it started but it happens over and over again to me from some time. After pressing CTRL-F7 or F7 (compile action) text in current tab gets broken. And it happens in many places in the same time - lines are dividing in two. Take a look at the screenshot.
Does anyone experienced this bug?

File Attachments

1) editor_breaks.png, downloaded 942 times



```
        mainShader.SetUniform("viewMatrix", Transpose(scene.cameraMatri
        mainShader.SetUniform("projectionMatrix", Transpose(scene.proje
        mainShader.SetUniform("modelMatrix", Transpose(modelMatrix).ptr
        mainShader.SetUniform("sceneMatrix", Transpose(scene.sceneMatri
        //mainShader.SetUniform("sceneMatrix", Identity().ptr, 16, 1);
        mainShader.SetUniform("
selectedMode", false);
        mainShader.SetUniform("lightsOff", true);

        for(float i = step; i <= size; i+= step)
        {
            SetVertice(vertices[0].position, -size, 0, i);
            SetColor(vertices[0].color, 0.5f, 0.5f, 0.5f, 1.f);
```