
Subject: [solved] New Navigator has an interesting bug
Posted by [cbpporter](#) on Tue, 23 Sep 2014 11:18:03 GMT
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So I have this extremely ugly auto-generated UT code:

```
::ColorRGBA b;  
b = ::ColorRGBA();  
b = ::ColorRGBA((uint8)(50));  
b = ::ColorRGBA(0.5f);  
b = ::ColorRGBA(0.1);  
b = ::ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3));  
b = ::ColorRGBA(0.1f, (float)(0.2), 0.3f);  
b = ::ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3), (uint8)(4));  
b = ::ColorRGBA(0.1, 0.2, 0.3, 0.4);  
b = ::ColorRGBA();  
b = ::ColorRGBA((uint8)(50));  
b = ::ColorRGBA(0.5f);  
b = ::ColorRGBA(0.1);  
b = ::ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3));  
b = ::ColorRGBA(0.1f, (float)(0.2), 0.3f);  
b = ::ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3), (uint8)(4));  
b = ::ColorRGBA(0.1, 0.2, 0.3, 0.4);  
b._();  
b._((uint8)(50));  
b._(0.5f);  
b._(0.1);  
b._((uint8)(1), (uint8)(2), (uint8)(3));  
b._(0.1f, (float)(0.2), 0.3f);  
b._((uint8)(1), (uint8)(2), (uint8)(3), (uint8)(4));  
b._(0.1, 0.2, 0.3, 0.4);  
b._();  
b._((uint8)(50));  
b._(0.5f);  
b._(0.1);  
b._((uint8)(1), (uint8)(2), (uint8)(3));  
b._(0.1f, (float)(0.2), 0.3f);  
b._((uint8)(1), (uint8)(2), (uint8)(3), (uint8)(4));  
b._(0.1, 0.2, 0.3, 0.4);
```

It is indented with one tab. If I select it all and press Shift-tab, after about two second this happens:

If I press tab again restoring the indentation the navigator returns to normal .

File Attachments

1) [bug.png](#), downloaded 771 times

The screenshot shows a code editor interface. On the left, there is a 'Symbol/lineno (Ctrl+G)' pane with a tree view containing 'All', 'z2tests/z2tests.cpp', 'Ref', 'String', and 'Win32'. Below this, a list of symbols is shown, each with a small blue square icon and the letter 'b'. On the right, the main code editor displays C++ code. The code starts with variable declarations: `a = 0;`, `a = false;`, `a = (int32)(59.0);`, and `a = Int:: (&S_3);`. This is followed by a series of `::ColorRGBA b;` declarations, each with a different set of arguments, such as `b = ::ColorRGBA();`, `b = ::ColorRGBA((uint8)(50));`, `b = ::ColorRGBA(0.5f);`, `b = ::ColorRGBA(0.1);`, `b = ::ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3));`, `b = ::ColorRGBA(0.1f, (float)(0.2), 0.3f);`, `b = ::ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3), (uint8)(4));`, and `b = ::ColorRGBA(0.1, 0.2, 0.3, 0.4);`. The code ends with a `b._()` call and several `b._()` calls with different arguments, including `b._((uint8)(50));`, `b._(0.5f);`, `b._(0.1);`, `b._((uint8)(1), (uint8)(2), (uint8)(3));`, `b._(0.1f, (float)(0.2), 0.3f);`, `b._((uint8)(1), (uint8)(2), (uint8)(3), (uint8)(4));`, and `b._(0.1, 0.2, 0.3, 0.4);`.