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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 765 times

The screenshot shows a code editor interface. On the left, there is a 'Symbol/lineno (Ctrl+G)' pane with a tree view. The tree view is expanded to show a list of symbols, all named 'b', with checkboxes next to them. The main editor area on the right 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 followed by a constructor call. The constructor calls use various arguments: `ColorRGBA()`, `ColorRGBA((uint8)(50))`, `ColorRGBA(0.5f)`, `ColorRGBA(0.1)`, `ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3))`, `ColorRGBA(0.1f, (float)(0.2), 0.3f)`, `ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3), (uint8)(4))`, and `ColorRGBA(0.1, 0.2, 0.3, 0.4)`. The code is repeated multiple times, with some lines highlighted in blue.