
Subject: Re: U++ 2017.2 released

Posted by [cbpporter](#) on Mon, 15 Jan 2018 15:15:19 GMT

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mirek wrote on Mon, 15 January 2018 12:26cbpporter wrote on Mon, 15 January 2018 10:37
But I figured that my upp folder was compromised and indeed, after a fresh install, it works. As an added bonus BLITZ works again. It didn't on my broken setup. Autodection works too, at least for 2017.

OK, so nightly build install now works out of box? (Asking because thinking about doing the next release soon).

Mirek

So far so good.

Stable and auto-detection works for me.

I've been forking CodeEditor for years now and I see some convergent parallel evolution. I tried in the past to merge my efforts, but it was a total failure every time. This time I'd like to do a super small merge and would like to see that incorporated. Mostly bar placements bugs and binary literals, a dozen or so line changed.

Plus, there is a small minor bug with a DropDown still triggering and tool-tip from an underlying control.

Plus I need to get around to saving the size of the run options dialog.

But otherwise a new release will be welcome and I am not aware of critical bugs.
