Subject: [BUG] EditDouble, SetData() can prevent U++ program from running...
Posted by ptkacz on Sun, 04 Nov 2018 19:14:45 GMT

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Working on some code, "0.0" was accidentally passed to a instantiated EditDouble, SetData() method. The U++ application successfully compiled, but would not run. Upon investigation, the issue corrected, and the parameter changed to 0.0, the U++ application would successfully run upon being compiled.