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Subject: Re: Edited file sometimes reverts changes when running build

Posted by [jjacksonRIAB](#) on Fri, 15 Apr 2022 01:10:37 GMT

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Like Oblivion I still get it here too on Linux.

I just tested what you said Mirek. I called touch on a file that had been open for editing and the first few times it did not clear the undo buffer, then it started working consistently. I'll note that this is a file I had still open from last night.

I saved it, tested undo, it still worked, then I wrote some junk, touched it from outside the editor, undo still worked. Did it again, undo still worked. Then the third time I touched it and undo buffer was cleared and has worked correctly since then.

Out of curiosity I ran a touch script in a loop with a one second delay and tested it on a file in theide. theide was informing me the file had been changed and asking me if I wanted to reload. This was not occurring at all when I was using it before. It's as if at some point theide stops watching files for external modifications.

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