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Subject: Re: U++ 2023.1 "pre-alpha"

Posted by [Oblivion](#) on Thu, 07 Sep 2023 04:54:20 GMT

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Hi Mirek,

This is not a new issue. To my knowledge, the problem is there since at least ~2020.

The only two reliable patterns I get is that (1) it happens when I start the build, but this buggy behavior seems completely random, so I can't predict exactly when (on which build, I mean) it'll happen. (2) This happens when the IDE is running for a long time.

The editor sometimes removes the last changes to the source code completely, or in some cases removes the changes partially and renders the source code in a broken and truncated state.

This happens on Linux.

Best regards,

Oblivion

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