
Subject: Re: 2024rc1

Posted by [Lance](#) on Sat, 12 Oct 2024 18:20:54 GMT

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Code Reformat Issue.

I have been having issues with it for a while. Today I spend a few hours to create a almost minimal example.

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;
```

```
class S{
void Set ( Size& sz,
          int x, int y, int z,
          int x1, int y1, int z1
          );
```

```
const S& f(Rect& r, Rect& s)const;
```

```
struct D
{
int s(int rc)const
{
return rc*2;
}
```

```
int e(int rc)const
{
return rc*1;
}
```

```
int w(int rc)const
{
return rc*3;
}
```

```
int t()const
{
return 4;
}
```

```
int g(int k)const
{
return k;
}
```

```

void alloc();

void alloc(int a);

int v1;
int v2;
};
D col,row;
};

void S::D::alloc ()
{
}

static void func ( int& x, int& y, int& x1, int& y1, int x2, int y2,
    int x3, int y3, int x4, int y4
    )
{
}

const S& S::f(Rect& r, Rect& s)const
{
    int t, l, row_section_bottom, n;
    r.top = row.g(r.top);
    s.top = t != 0 && r.top < row.v1 ? row.v1 : r.top;

    r.left = col.g(r.left);
    s.left = l != 0 && r.left < col.v1 ? col.v1 : r.left;

    r.bottom = row.g(r.bottom);
    s.bottom = row_section_bottom == 1 && r.bottom > row.v1 + row.v2 ?
        row.v1 + row.v2 : r.bottom;

    r.right = col.g(r.right);
    s.right = n == 1 && r.right > col.v1 + col.v2 ?
        col.v1 + col.v2 : r.right;
    return *this;
}

```

Add the code as a separate cpp file in a CtrlLib application, with it current, press Ctrl+I to reformat it. The file before reformat compiles fine, not the reformatted one.
