
Subject: Re: 2024rc1

Posted by [Lance](#) on Mon, 14 Oct 2024 14:23:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Mon, 14 October 2024 10:13Lance wrote on Sat, 12 October 2024 20:20Code 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.

Works for me in windows and works in Ubuntu. Unfortunately, this feature is now using clang-format that can be different per distro...

Would be nice to give me a hint which host platform is in use...

Also, if nothing helps, please post reformatted text as well.

Mirek

Operation System: Ubuntu 24.04.1 LTS

GNOME version: 46

Windowing System: Wayland

clang-format --version: Ubuntu clang-format version 18.1.3 (1ubuntu1)

Reformatted output

```
#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;
    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 ?
    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 ?
    s.right = n == 1 && r.right > col.v1 + col.v2 ? col.v1 + col.v2 : r.right;
}

```

Line 46 (?), Line 48 ending (;), Line 50 (?), Line 51 ending (;) are highlighted by theide(libclang) to indicate grammar errors.