
Subject: Re: 2024rc1

Posted by [Lance](#) on Thu, 17 Oct 2024 19:01:35 GMT

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mirek wrote on Thu, 17 October 2024 04:47

Reproduced and hopefully fixed in the master... Please confirm.

Yes, it works perfectly now!

Quote:

P.S.: Thanks for your patience, hugely appreciated...

It's my pleasure. Thank you for all the efforts!

BTW, now the master branch also need the DEBUGCODE flag to compile (in release mode) because of code like these

```
void CodeEditor::Paint(Draw& w)
{
    DLOG(Format("====at %` =====", GetSysTime()));
    DDUMP(GetScreenView());
    DDUMP(GetScreenRect());
}
```