
Subject: Re: 2024rc1

Posted by [Lance](#) on Mon, 21 Oct 2024 00:11:04 GMT

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Lance wrote on Thu, 17 October 2024 15:01

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());
}
```

That's a misinformation. My local copy got screwed up. I have recreated it. That may mean the subsequent freeze reports might be faulty. I have recompiled logs/ide, and started testing. Sorry for possibly unnecessary frustrations it might have caused.

BTW, I have encounter this code in CtrlLib/EditField.cpp line 151

```
int EditField::GetTextCx(const wchar *txt, int n, bool password, Font fnt) const
{
    if(password)
        return n * font['*'];
    const wchar *s = txt;
    int x = 0;
    while(n--)
        x += GetCharWidth(*s++);
    return x;
}
```

Is the passed in parameter fnt supposed to be there? Was this function originally intended to be static and using passed in Font to do calculation instead?
