Posted by hojtsy on Tue, 24 Jan 2006 20:36:24 GMT
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Maybe the problem is that I use the newest TheIde to develop an application which uses the 511 release library.

Here is how I reproduce the bug. Start a new project, choose Basic CtrlLib application. Replace the contents of main.cpp with this:#include <CtrlLib/CtrlLib.h>
class MyHello : public TopWindow {
public:
 typedef MyHello CLASSNAME;
 MyHello();
};
MyHello::MyHello()
{
 Zoomable().Sizeable();
}

GUI_APP_MAIN
{
 MyHello().Run();
} After this start a new line with "void MyHello::". The completion popup should come up, with the bogus class name, as in the previous screenshot.