Subject: continue bug
Posted by luoganda on Tue, 28 Nov 2017 15:51:20 GMT

Happened in v11040,
using regular for loop,eg:

```
str="";
for(a=0; a<10; a++){
  str="any";
  if(str=="any")continue;  <=doesn't continue(goesFurther)
  str="moon";
  if(str=="moon")break;    <=this works as expected
}
```

Subject: Re: continue bug
Posted by Klugier on Tue, 28 Nov 2017 20:08:44 GMT

Hello,

Please provide full code with types and make sure your run clean build.

Sincerely,
Klugier

Subject: Re: continue bug
Posted by luoganda on Wed, 29 Nov 2017 14:38:32 GMT

tested with v11501, same thing!

code is in latest SUniGuiCreator:
snippets\cpp\upp\separateFile\ab_main.esc

Subject: Re: continue bug
Posted by luoganda on Wed, 29 Nov 2017 14:42:03 GMT

continue in ab_main.esc
is commented out, but it's the same thing when it's not

Subject: Re: continue bug
Posted by Klugier on Wed, 29 Nov 2017 17:26:56 GMT
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Hello,

For the next time please write more information in your post (I didn't even know that the issue refers to Esc). You could also place the source code of the file here - why I need to lose additional time to obtain it from some unofficial site.

Sincerely,
Klugier

Subject: Re: continue bug
Posted by koldo on Thu, 30 Nov 2017 07:46:16 GMT
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Dear Luoganda

The reason of this is that 'continue' is not part of Esc.

Best regards
Koldo

Subject: Re: continue bug
Posted by Klugier on Sun, 10 Dec 2017 14:19:34 GMT
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Hello,

We have break, but we have not continue. It seems like it is the Esc design problem. In my opinion adding break shouldn't be huge problem. I will create ticker for this issue - #1821.

luoganda - maybe you have idea how to fix that issue? It will speed up the development process.

Sincerely,
Klugier

Subject: Re: continue bug
Posted by mirek on Sun, 10 Dec 2017 15:12:30 GMT
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'continue' implemented.