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Subject: continue bug  
Posted by [luoganda](#) on Tue, 28 Nov 2017 15:51:20 GMT  
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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  
}
```

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Subject: Re: continue bug  
Posted by [Klugier](#) on Tue, 28 Nov 2017 20:08:44 GMT  
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Hello,

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

Sincerely,  
Klugier

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Subject: Re: continue bug  
Posted by [luoganda](#) on Wed, 29 Nov 2017 14:38:32 GMT  
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tested with v11501, same thing!

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

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Subject: Re: continue bug  
Posted by [luoganda](#) on Wed, 29 Nov 2017 14:42:03 GMT  
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continue in ab\_main.esc  
is commented out, but it's the same thing when it's not

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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

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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

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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

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

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