
Subject: ArrayCtrl strange colors in Navigate 602beta3 [BUG][FIXED]-Value problem

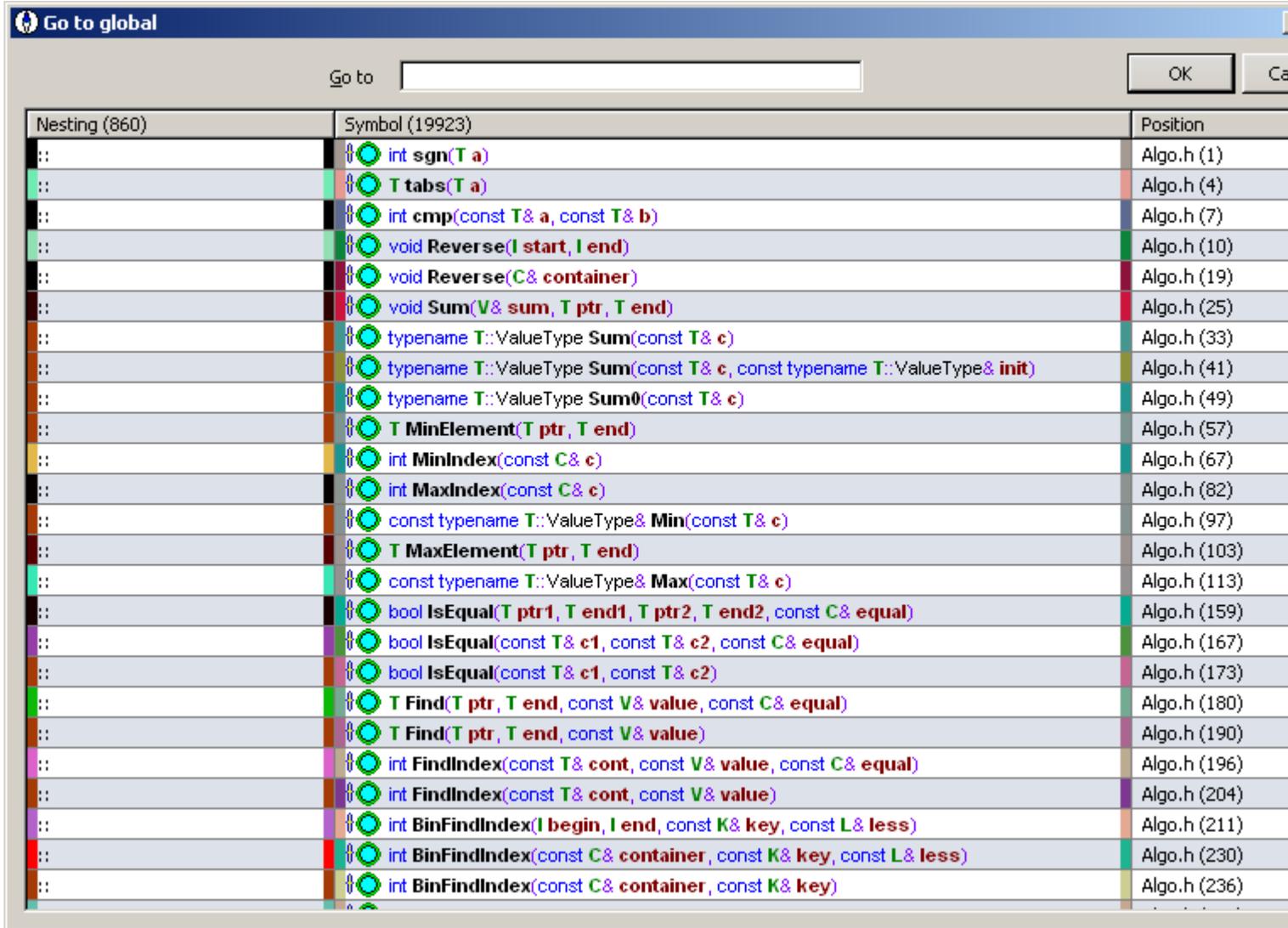
Posted by [hojtsy](#) on Tue, 21 Feb 2006 10:22:25 GMT

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What are these strange colors in the Navigate window? Are they supposed to indicate something? These are also visible in some other arrayctrls.

File Attachments

1) [upp_funny_colors.png](#), downloaded 1785 times



The screenshot shows a 'Go to global' dialog box with a search field and 'OK' and 'Cancel' buttons. Below the search field is a table with three columns: 'Nesting (860)', 'Symbol (19923)', and 'Position'. The table lists various symbols and their positions in 'Algo.h'. Each row has a different background color, illustrating the 'strange colors' mentioned in the text.

Nesting (860)	Symbol (19923)	Position
::	int sgn(T a)	Algo.h (1)
::	T tabs(T a)	Algo.h (4)
::	int cmp(const T& a, const T& b)	Algo.h (7)
::	void Reverse(I start, I end)	Algo.h (10)
::	void Reverse(C& container)	Algo.h (19)
::	void Sum(V& sum, T ptr, T end)	Algo.h (25)
::	typename T::ValueType Sum(const T& c)	Algo.h (33)
::	typename T::ValueType Sum(const T& c, const typename T::ValueType& init)	Algo.h (41)
::	typename T::ValueType Sum0(const T& c)	Algo.h (49)
::	T MinElement(T ptr, T end)	Algo.h (57)
::	int MinIndex(const C& c)	Algo.h (67)
::	int MaxIndex(const C& c)	Algo.h (82)
::	const typename T::ValueType& Min(const T& c)	Algo.h (97)
::	T MaxElement(T ptr, T end)	Algo.h (103)
::	const typename T::ValueType& Max(const T& c)	Algo.h (113)
::	bool IsEqual(T ptr1, T end1, T ptr2, T end2, const C& equal)	Algo.h (159)
::	bool IsEqual(const T& c1, const T& c2, const C& equal)	Algo.h (167)
::	bool IsEqual(const T& c1, const T& c2)	Algo.h (173)
::	T Find(T ptr, T end, const V& value, const C& equal)	Algo.h (180)
::	T Find(T ptr, T end, const V& value)	Algo.h (190)
::	int FindIndex(const T& cont, const V& value, const C& equal)	Algo.h (196)
::	int FindIndex(const T& cont, const V& value)	Algo.h (204)
::	int BinFindIndex(I begin, I end, const K& key, const L& less)	Algo.h (211)
::	int BinFindIndex(const C& container, const K& key, const L& less)	Algo.h (230)
::	int BinFindIndex(const C& container, const K& key)	Algo.h (236)

Subject: Re: 602beta3 bugs

Posted by [mirek](#) on Tue, 21 Feb 2006 13:59:19 GMT

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Well, those strange colors are result of adding AttrText and bug (rather misfeature) of Value...

I have found it this morning the hard way - when delivering commercial app

It is already fixed and on uvs2 - anyway, looks like there will be beta4 tonight...

Mirek

Subject: Re: 602beta3 bugs

Posted by [hojtsy](#) on Tue, 21 Feb 2006 14:07:39 GMT

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luzr wrote on Tue, 21 February 2006 08:59 Well, those strange colors are result of adding AttrText and bug (rather misfeature) of Value....What is the misfeature? I tried checking the code of Display::PaintBackground, but it seems OK. Is there a problem with IsType<AttrText>(q) ?

Subject: Re: 602beta3 bugs

Posted by [mirek](#) on Tue, 21 Feb 2006 14:09:19 GMT

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Yes. Value did not supported IsType for RawValues. It is now fixed.

Mirek
