
Subject: problem with Ctrl+G ?

Posted by [cocob](#) on Thu, 12 Jun 2008 10:33:47 GMT

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Hello,

In the last SVN version i have installed i have always the same bug. When i press Ctrl+G, all symbols lines are duplicated.

For example if my source is

```
#include "testgui.h"
```

```
testgui::testgui()
```

```
{  
  CtrlLayout(*this, "Window title");  
}
```

```
GUI_APP_MAIN
```

```
{  
  testgui().Run();  
}
```

I've got the result

```
testgui()  
GUI_APP_MAIN  
testgui()  
GUI_APP_MAIN
```

Subject: Re: problem with Ctrl+G ?

Posted by [mrjt](#) on Thu, 12 Jun 2008 14:37:27 GMT

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Easy to fix (since I've done it before). ide/goto.cpp line 54 change to:
for(int ci = 0; ci < (n.GetCount() ? 2 : 1); ci++)

Ps. The new goto bar is really cool.

Subject: Re: problem with Ctrl+G ?

Posted by [mirek](#) on Thu, 12 Jun 2008 15:31:01 GMT

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Thanks & sorry I have missed this patch before.

