
Subject: problem with Ctrl+G ?

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

Thanks & sorry I have missed this patch before.

Mirek
