
Subject: Assist++ popup window isn't large enough to show GetSize() text [BUGS] (603.r1) [FIXED]

Posted by [unodgs](#) on Tue, 14 Mar 2006 17:03:32 GMT

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```
#include <CtrlLib/CtrlLib.h>
```

```
struct Item
```

```
{
    int i;
    int j;
    Size GetSize() { return Size(i, j); }
};
```

```
int main()
```

```
{
    Item item;
    item. // WORKS, but popup window isn't large enough to show GetSize() text..
    Size isz = item. // << DOSN'T WORK
}
```

Subject: Re: Assist++ bug (603.r1)

Posted by [mirek](#) on Tue, 14 Mar 2006 17:27:55 GMT

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unodgs wrote on Tue, 14 March 2006 12:03#include <CtrlLib/CtrlLib.h>

```
struct Item
```

```
{
    int i;
    int j;
    Size GetSize() { return Size(i, j); }
};
```

```
int main()
```

```
{
    Item item;
    item. // WORKS, but popup window isn't large enough to show GetSize() text..
    Size isz = item. // << DOSN'T WORK
}
```

Popup window size reproduced, second bug not -> well, of course it does not work as you present it, as

item.Size isz = item.

is invalid code...

Mirek

Subject: Re: Assist++ bug (603.r1)
Posted by [unodgs](#) on Tue, 14 Mar 2006 17:31:58 GMT
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Try this...

```
#include <CtrlLib/CtrlLib.h>
```

```
struct Item
{
    int i;
    int j;
    Size GetSize() { return Size(i, j); }
};
```

```
int main()
{
    Item item;
    Size isz = item. // << DOSN'T WORK
}
```

Subject: Re: Assist++ bug (603.r1)
Posted by [mirek](#) on Tue, 14 Mar 2006 17:37:07 GMT
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unodgs wrote on Tue, 14 March 2006 12:31Try this...

```
#include <CtrlLib/CtrlLib.h>
```

```
struct Item
{
    int i;
    int j;
    Size GetSize() { return Size(i, j); }
};
```

```
int main()
{
```

```
Item item;
Size isz = item. // << DOSN'T WORK
}
```

Works for me.... (In fact, I am not glad it does.... could indicate deeper problem..).

Mirek

Subject: Re: Assist++ bug (603.r1)
Posted by [mirek](#) on Tue, 14 Mar 2006 22:41:37 GMT
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unodgs wrote on Tue, 14 March 2006 12:31Try this...

```
#include <CtrlLib/CtrlLib.h>
```

```
struct Item
{
int i;
int j;
Size GetSize() { return Size(i, j); }
};
```

```
int main()
{
Item item;
Size isz = item. // << DOSN'T WORK
}
```

OK, both should be fixed...

Mirek
