
Subject: [BUG / C++11 support] Braced initializer list and Assist++

Posted by [timl](#) on Sun, 08 Jun 2014 21:15:21 GMT

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

It seems that Assist++ is confused by braced initializer list in constructor initialization list.
Consider:

Button *const arrow[5]; // Somewhere in class definition

GameWindow::GameWindow():

```
    arrow{ &backward2, &backward1, &play_pause, &forward1, &forward2 }
```

```
{
```

```
    // Trying to use Assist here (ctrl + space)
```

```
    play_pause. // Or here - play_pause is a Button and a member of GameWindow
```

```
}
```

If I try to use Assist as indicated above it works as if I used it in global scope. If I hit ctrl + space in place of first comment I only get Assist with categories: <all> <types> <globals>. In place of second comment I get no Assist at all.

BTW: Is it possible to make an array of Ctrl's using layout manager? I use a hack above to put constant pointers to some buttons but maybe there is a better way?

BTW2: I use svn version that is something like 1,5 weeks old. I am unable to check the precise version number, as Setup -> Check for updates... results in error message "Unable to check for updates. Can't read file uppsrc/ide/version.h". And the header version.h located in my configuration in "~/upp/uppsrc/ide/version.h" contains only '#define IDE_VERSION ""'. Should it be that way?
