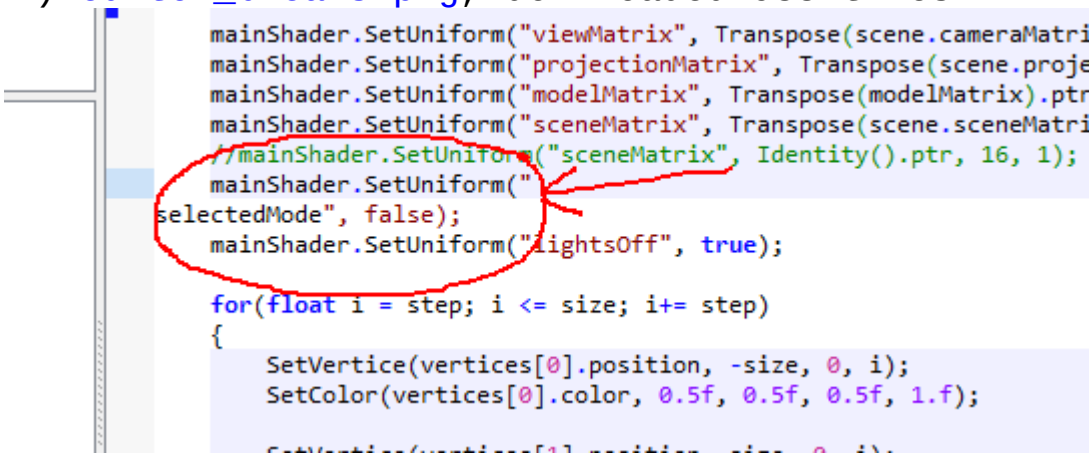
Subject: Random line breaks
Posted by unodgs on Wed, 20 Aug 2014 17:52:23 GMT
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I don't know when it started but it happens over and over again to me from some time. After pressing CTRL-F7 or F7 (compile action) text in current tab gets broken. And it happens in many places in the same time - lines are dividing in two. Take a look at the screenshot.
Does anyone experienced this bug?

File Attachments

1) editor_breaks.png, downloaded 938 times



```
        mainShader.SetUniform("viewMatrix", Transpose(scene.cameraMatri
        mainShader.SetUniform("projectionMatrix", Transpose(scene.proje
        mainShader.SetUniform("modelMatrix", Transpose(modelMatrix).ptr
        mainShader.SetUniform("sceneMatrix", Transpose(scene.sceneMatri
        //mainShader.SetUniform("sceneMatrix", Identity().ptr, 16, 1);
        mainShader.SetUniform("
    selectedMode", false);
        mainShader.SetUniform("lightsOff", true);

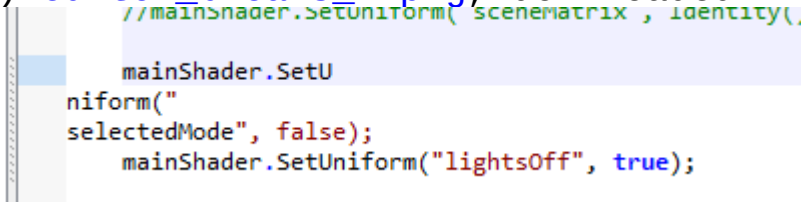
        for(float i = step; i <= size; i+= step)
        {
            SetVertice(vertices[0].position, -size, 0, i);
            SetColor(vertices[0].color, 0.5f, 0.5f, 0.5f, 1.f);
```

Subject: Re: Random line breaks
Posted by unodgs on Wed, 20 Aug 2014 17:56:05 GMT
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Better example:

File Attachments

1) editor_breaks_2.png, downloaded 1133 times



```
        //mainShader.SetUniform("sceneMatrix", Identity(
        mainShader.SetU
    niform("
    selectedMode", false);
        mainShader.SetUniform("lightsOff", true);
```

Subject: Re: Random line breaks
Posted by ManfredHerr on Thu, 21 Aug 2014 15:15:47 GMT
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On Ubuntu 12.04/14.04 I saw the same effect, but with F5 rather than F7. I thought to have

pressed an unknown key combination since there are many not listed in the help...
Another strange effect I noticed recently is with drop lists of my application. When the dialog comes up, the drop list doesn't drop when clicked. If I move the window or click some input fields before then the drop list behaves as expected.

Subject: Re: Random line breaks
Posted by mirek on Mon, 25 Aug 2014 09:06:44 GMT
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I have fixed this issue about two weeks ago. The source of problem was optimization of LineEdit::Load (I am frequently loading 200MB of files). Should be fixed now, if any problems are with current sources, please report.

Subject: Re: Random line breaks
Posted by unodgs on Mon, 25 Aug 2014 12:04:05 GMT
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Good to hear that. I thought I had a newer version
