Subject: [solved] New Navigator has an interesting bug
Posted by cbpporter on Tue, 23 Sep 2014 11:18:03 GMT
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So I have this extremely ugly auto-generated UT code:

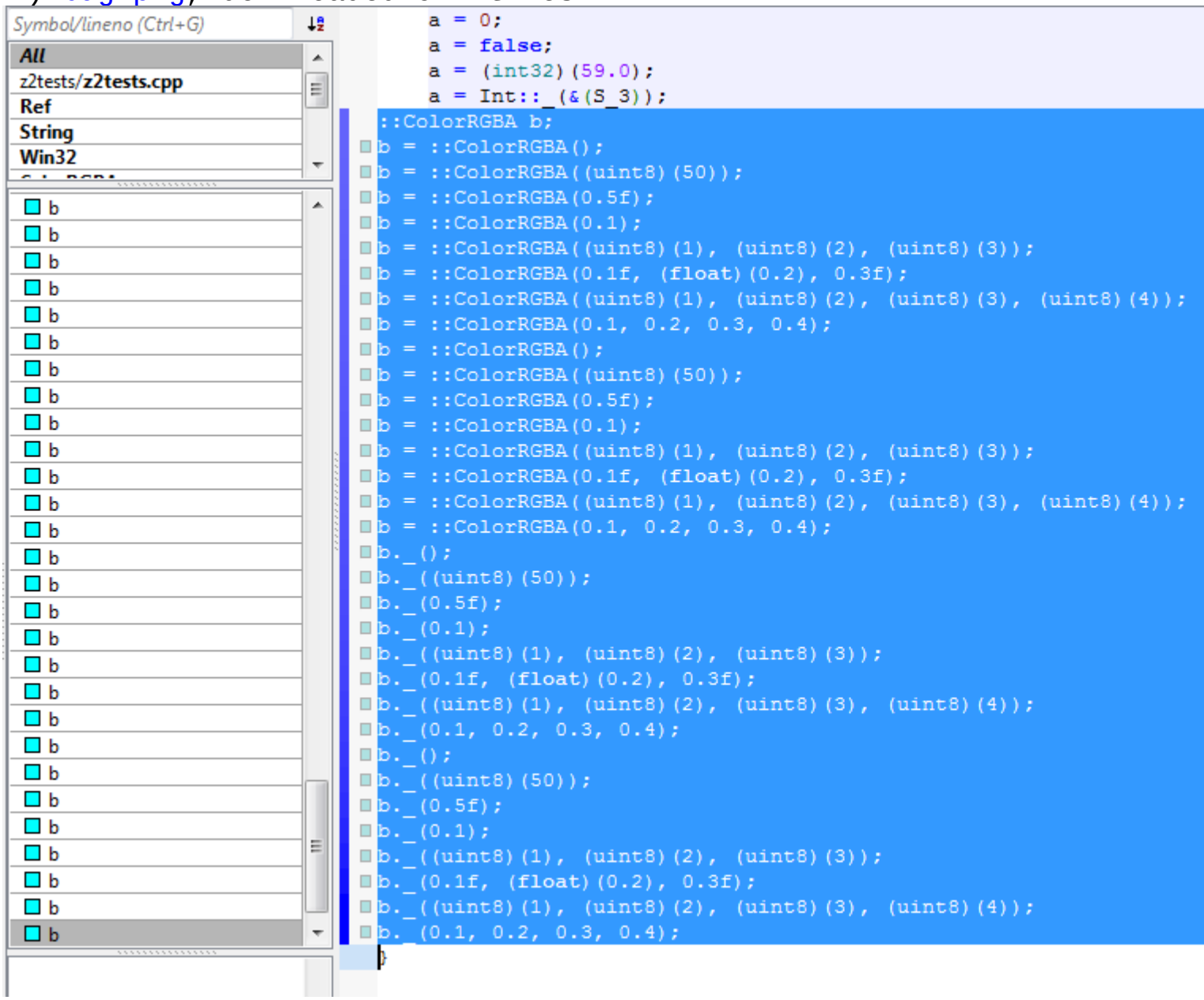
```
::ColorRGBA b;
b = ::ColorRGBA();
b = ::ColorRGBA((uint8)(50));
b = ::ColorRGBA(0.5f);
b = ::ColorRGBA(0.1);
b = ::ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3));
b = ::ColorRGBA(0.1f, (float)(0.2), 0.3f);
b = ::ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3), (uint8)(4));
b = ::ColorRGBA(0.1, 0.2, 0.3, 0.4);
b = ::ColorRGBA();
b = ::ColorRGBA((uint8)(50));
b = ::ColorRGBA(0.5f);
b = ::ColorRGBA(0.1);
b = ::ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3));
b = ::ColorRGBA(0.1f, (float)(0.2), 0.3f);
b = ::ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3), (uint8)(4));
b = ::ColorRGBA(0.1, 0.2, 0.3, 0.4);
b._();
b._((uint8)(50));
b._(0.5f);
b._(0.1);
b._((uint8)(1), (uint8)(2), (uint8)(3));
b._(0.1f, (float)(0.2), 0.3f);
b._((uint8)(1), (uint8)(2), (uint8)(3), (uint8)(4));
b._(0.1, 0.2, 0.3, 0.4);
b._();
b._((uint8)(50));
b._(0.5f);
b._(0.1);
b._((uint8)(1), (uint8)(2), (uint8)(3));
b._(0.1f, (float)(0.2), 0.3f);
b._((uint8)(1), (uint8)(2), (uint8)(3), (uint8)(4));
b._(0.1, 0.2, 0.3, 0.4);
```

It is indented with one tab. If I select it all and press Shift-tab, after about two second this happens:

If I press tab again restoring the indentation the navigator returns to normal .

File Attachments

1) bug.png, downloaded 972 times



Subject: Re: New Navigator has an interesting bug
Posted by mirek on Tue, 23 Sep 2014 17:09:35 GMT
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Actually, this is "sort of" intended behaviour. The most important heuristics in the parser says that level zero indentation means global level.

But I will look into it...

Mirek

Subject: Re: New Navigator has an interesting bug
Posted by mirek on Mon, 22 Jun 2015 14:31:55 GMT
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Fixed.