
Subject: [solved] New Navigator has an interesting bug
Posted by [cbpporter](#) on Tue, 23 Sep 2014 11:18:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 485 times

Subject: Re: New Navigator has an interesting bug
Posted by [mirek](#) on Tue, 23 Sep 2014 17:09:35 GMT

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

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

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

Fixed.
