

U++ - Bug #1186

Build methods crash ide when empty builder is saved

07/15/2015 08:39 PM - Zbigniew Rebacz

Status:	Approved	Start date:	07/15/2015
Priority:	Urgent	Due date:	
Assignee:	Zbigniew Rebacz	% Done:	0%
Category:	IDE	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
How to reproduce?			
<ol style="list-style-type: none">1. Open build methods.2. Create builder and name it.3. Save methods4. Open build methods			

History

#1 - 07/15/2015 10:07 PM - Zbigniew Rebacz

- Status changed from New to Ready for QA
- Assignee changed from Zbigniew Rebacz to Miroslav Fidler

Fixed in revision - 8687.

#2 - 07/16/2015 08:49 AM - Miroslav Fidler

- Assignee changed from Miroslav Fidler to Zbigniew Rebacz

That pretty verbose way to do that, I have refactored to

```
String builderName = map.Get("BUILDER", Null);
```

#3 - 07/16/2015 03:34 PM - Zbigniew Rebacz

- Status changed from Ready for QA to Approved

OK, thanks for the tip. I will consider using such construction in the future.