

## U++ - Bug #1205

### When build mehtod is changed it should trigger code rescanning

07/26/2015 04:28 PM - Zbigniew Rebacz

<b>Status:</b>	Approved	<b>Start date:</b>	07/26/2015
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Zbigniew Rebacz	<b>% Done:</b>	0%
<b>Category:</b>	IDE	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
<p>For example. We have got three builders GCC (with full system include paths), Clang(lack of include paths) and AndroidBuilder. All methods has different include paths, so when we switch from one to other assist contex is changed. For example GCC or Clang can use different standard library. On the other hand, AndroidBuilder uses JNI include paths etc.</p>			

#### History

##### #1 - 07/28/2015 09:17 PM - Miroslav Fidler

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

I believe this is resolved.

##### #2 - 07/29/2015 12:40 PM - Zbigniew Rebacz

- Status changed from Ready for QA to Approved