

U++ - Bug #1377

Import build method duplicates existing entries

02/05/2016 09:23 PM - Zbigniew Rebacz

Status:	Approved	Start date:	02/05/2016
Priority:	Normal	Due date:	
Assignee:	Zbigniew Rebacz	% Done:	0%
Category:	IDE	Estimated time:	0.00 hour
Target version:	Release 2017.2	Spent time:	0.00 hour
Description			
Got to Build methods -> Import method -> select any *.bm file. All previous declared methods will be duplicated.			

History

#1 - 02/05/2016 09:24 PM - Zbigniew Rebacz

- Category set to IDE
- Assignee set to Zbigniew Rebacz
- Target version set to Release 2017.1 - NTH

#2 - 02/07/2016 01:58 PM - Zbigniew Rebacz

- File BuildMethodLoadFix.diff added
- Status changed from New to Patch ready
- Assignee changed from Zbigniew Rebacz to Miroslav Fidler

#3 - 02/07/2016 02:19 PM - Zbigniew Rebacz

In this fix Load method - stop loading methods that is already loaded.

#4 - 02/05/2017 11:21 AM - Zbigniew Rebacz

- Target version changed from Release 2017.1 - NTH to Release 2017.2 - NTH

#5 - 03/12/2017 11:26 PM - Zbigniew Rebacz

- Status changed from Patch ready to Approved
- Assignee changed from Miroslav Fidler to Zbigniew Rebacz
- Target version changed from Release 2017.2 - NTH to Release 2017.2

This bug is fixed in legacy 2017.1 version. Probably not tracked well... I checked the problem - no longer reproducible (Tested on Kubuntu 16.04).

Files

BuildMethodLoadFix.diff	745 Bytes	02/07/2016	Zbigniew Rebacz
-------------------------	-----------	------------	-----------------