

U++ - Bug #1402

Clicking on edit as text, designer and hex when exactly the same option is active on the same file causing refresh

04/03/2016 02:01 PM - Zbigniew Rebacz

Status:	Approved	Start date:	04/03/2016
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	IDE	Estimated time:	0.00 hour
Target version:	Release 2017.1	Spent time:	0.00 hour
Description			
<p>It seems that we have't got any protection against clicking on edit as text on the same file more than one times. It always cause view refresh. The problem here is that we haven't got any protection mechanism against this situation. The simply solution is to add editashex.Find():</p> <pre>void Ide::EditAsHex() { String path = editfile; if(editashex.Find(path) >= 0) return; editastext.RemoveKey(editfile); editashex.FindPut(editfile); byte cs = editor.GetCharset(); FlushFile(); EditFile0(path, cs); }</pre> <p>The same option must be applied to text and designer (included in diff).</p>			

History

- #1 - 04/03/2016 02:03 PM - Zbigniew Rebacz
- Subject changed from Clicking on edit as text, designer and hex when exactly the smae option is active causing refresh to Clicking on edit as text, designer and hex when exactly the same option is active on the same file causing refresh
- #2 - 04/03/2016 02:08 PM - Miroslav Fidler
- Status changed from Patch ready to Approved

Files

ViewSwitchFix.diff	960 Bytes	04/03/2016	Zbigniew Rebacz
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