

U++ - Bug #2048

Misplaced cursor in assist (after ")")

07/06/2020 06:29 PM - Miroslav Fidler

Status:	Approved	Start date:	07/06/2020
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	IDE	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
<pre>struct MyApp : TopWindow { VPoly poly; void Paint(Draw& w) { Size sz = GetSize(); if(sz.cx && poly.GetCount() == 0) { poly.poly.Add(Pointf(200, 200)); poly.poly.Add(Pointf(200, 800)); poly.poly.Add(Pointf(800, 800)); poly.poly.Add(Pointf(800, 200)); } Vector<Point> pd; for(Pointf p : poly) pd.Add(p); w.DrawPolygon(} };</pre>			

History

#1 - 07/06/2020 06:39 PM - Miroslav Fidler

Also, TopWindow/ Ctrl::SetRect issue seems to be back.

#2 - 07/07/2020 03:37 PM - Miroslav Fidler

- Status changed from New to Approved