

U++ - Bug #2159

Text in TheIDE console is divided with very short chunks (Regression)

03/12/2021 05:39 PM - Zbigniew Rebacz

Status:	Approved	Start date:	03/12/2021
Priority:	Normal	Due date:	
Assignee:	Zbigniew Rebacz	% Done:	0%
Category:	IDE	Estimated time:	0.00 hour
Target version:	Release 2021.1	Spent time:	0.00 hour

Description

Screenshot should show what the problem is. Instead of full light of text:

```
----- Painter ( GCC DEBUG SHARED DEBUG_FULL BLITZ POSIX LINUX ) (12 / 13)
```

The line is painted in two lines:

```
----- Painter ( GCC DEBUG SHARED DEBUG_FULL BLITZ POSIX LINUX ) (12  
 / 13)
```

History

#1 - 03/13/2021 01:04 PM - Zbigniew Rebacz

- Status changed from New to Approved
- Assignee changed from Miroslav Fidler to Zbigniew Rebacz

Works as expected - thanks!

Files

ConsoleText.png	60.8 KB	03/12/2021	Zbigniew Rebacz
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