

## U++ - Bug #49

### Layout editor methods order generates error in class methods

03/23/2011 12:11 PM - Iñaki Zabala

<b>Status:</b>	Approved	<b>Start date:</b>	03/23/2011
<b>Priority:</b>	Normal	<b>Due date:</b>	04/30/2011
<b>Assignee:</b>	Iñaki Zabala	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
<p>As explained in posts <a href="http://www.ultimatepp.org/forum/index.php?t=msg&amp;#38;goto=31725">http://www.ultimatepp.org/forum/index.php?t=msg&amp;#38;goto=31725</a> , in .usc classes, sometimes class methods are after Ctrl methods.</p> <p>For example, in DropTime, layout editor can generate code like</p> <pre>WantFocus(false).Seconds(false)</pre> <p>This throws a compiler error because WantFocus method is in Ctrl but not in DropTime.</p>			

#### History

**#1 - 04/01/2011 07:06 PM - Miroslav Fidler**

- Assignee set to Iñaki Zabala

OK, please could you go through .usc and propose a patch (.diff, or branch U++ to 'patches' and fix it there).

**#2 - 04/02/2011 05:57 PM - Iñaki Zabala**

- Due date set to 04/30/2011

Ok!

**#3 - 04/25/2011 04:06 PM - Iñaki Zabala**

- % Done changed from 0 to 50

**#4 - 05/18/2011 11:01 PM - Miroslav Fidler**

- Status changed from New to Ready for QA

**#5 - 05/18/2011 11:01 PM - Miroslav Fidler**

- Status changed from Ready for QA to Approved

**#6 - 05/19/2011 10:39 PM - Miroslav Fidler**

- Status changed from Approved to New

**#7 - 11/04/2011 10:34 AM - Miroslav Fidler**

What is the status of this task?

**#8 - 11/07/2011 09:42 PM - Iñaki Zabala**

- % Done changed from 50 to 100

**#9 - 12/27/2012 10:32 AM - Iñaki Zabala**

- Status changed from New to Ready for QA

**#10 - 02/19/2013 11:17 AM - Miroslav Fidler**

- Status changed from Ready for QA to Approved