

## U++ - Bug #628

### TheIDE does not reload Assist when changing Build method

01/05/2014 08:51 AM - Iñaki Zabala

<b>Status:</b>	Approved	<b>Start date:</b>	01/05/2014
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Miroslav Fidler	<b>% Done:</b>	0%
<b>Category:</b>	IDE	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
<p>Assist seems to consider only the Assist data of the build method selected when opening TheIDE.</p> <p>To check it:</p> <ul style="list-style-type: none"><li>- Open TheIDE with MSC10 build method selected</li><li>- Change build method to MINGW</li><li>- Open Core.h and do Ctrl+Left-Mouse to &lt;float.h&gt;</li></ul> <p>The float.h in MSC10 Build method/Include folder will be opened instead of MINGW one.</p>			

#### History

##### #1 - 01/10/2014 03:21 PM - Miroslav Fidler

- Status changed from New to Ready for QA
- Assignee changed from Miroslav Fidler to Iñaki Zabala

Hopefully fixed.

##### #2 - 01/14/2014 11:41 AM - Iñaki Zabala

- Assignee changed from Iñaki Zabala to Miroslav Fidler

It works fine (and fast) with MinGW and MSC10-32/64. However with MinGW64 it only opens U++ .h files.  
It is strange.

##### #3 - 01/17/2014 12:39 PM - Miroslav Fidler

- Status changed from Ready for QA to In Progress

##### #4 - 02/16/2014 03:38 PM - Miroslav Fidler

Are you sure that mingw64 include paths are correctly configured?

##### #5 - 03/05/2014 08:53 AM - Iñaki Zabala

It compiles well in MinGW and MinGW64.

##### #6 - 08/21/2015 03:39 PM - Iñaki Zabala

- Status changed from In Progress to Approved

