

U++ - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	Category	Author
989	Bug	Approved	Normal	Bazaar - Function4U warning on POSIX (GTK Backend) - MIN redefined	Iñaki Zabala	02/19/2015 02:46 PM	Bazaar/Functions4U	Zbigniew Rebacz
465	Feature	New	Normal	Alphabetical sorting of documentation topics (the code)	Iñaki Zabala	05/09/2013 08:16 AM	Website	Miroslav Fidler
125	Bug	Approved	Normal	Check TCC	Iñaki Zabala	04/06/2013 05:37 PM		Miroslav Fidler
636	Bug	Approved	Normal	mingw...	Iñaki Zabala	01/09/2014 10:05 AM		Miroslav Fidler
388	Bug	Approved	High	FormatDouble(x) uses 10 digits precision -- too few for Xmlize	Iñaki Zabala	01/14/2013 08:17 AM	Core	Massimo Del Fedele
48	Feature	Approved	High	Solution to updates on non-win systems	Iñaki Zabala	09/29/2011 11:40 PM		Jan Dolinár
915	Feature	Approved	Normal	Add zoom and scroll using keys	Iñaki Zabala	02/25/2015 10:37 AM	ScatterCtrl	Iñaki Zabala
916	Feature	Approved	Normal	Mouse and key behavior changing in real time	Iñaki Zabala	02/25/2015 10:37 AM	ScatterCtrl	Iñaki Zabala
391	Bug	Approved	Normal	ide/Browser/Topic1.cpp CreateDesigner() returns bool instead of pointer	Iñaki Zabala	03/03/2013 10:33 AM	IDE	Iñaki Zabala
912	Bug	Approved	Normal	Ctrl-F2 fails if there is a tab inside a C string	Iñaki Zabala	02/08/2015 01:14 PM	IDE	Iñaki Zabala
577	Bug	Approved	Immediate	Prevent AddColumn(0, ...)	Iñaki Zabala	01/09/2014 10:02 AM	GridCtrl	Iñaki Zabala
436	Feature	Approved	Normal	Cleaning up some MSC x64 warnings	Iñaki Zabala	03/03/2013 10:34 AM	General	Iñaki Zabala
548	Bug	Approved	High	To install more dependencies en theide.deb	Iñaki Zabala	10/31/2013 08:50 AM	General	Iñaki Zabala
442	Feature	Approved	Normal	Add more languages to CodeEditor	Iñaki Zabala	09/15/2013 07:16 PM	CtrlLib	Iñaki Zabala
390	Bug	Approved	Normal	Speller *sGetSpeller() returns false in RichEdit/Speller.cpp	Iñaki Zabala	01/14/2013 08:27 AM	CtrlCore	Iñaki Zabala
528	Feature	Rejected	Normal	To set public GetWndScreenRect()	Iñaki Zabala	10/07/2013 04:49 PM	CtrlCore	Iñaki Zabala
288	Bug	Approved	Normal	int64 conversion to int warning in HttpRequest::GetContentLength()	Iñaki Zabala	10/07/2012 01:56 PM	Core	Iñaki Zabala
389	Bug	Approved	Normal	RealizeDirectory() fails in some UNC paths	Iñaki Zabala	01/10/2013 07:12 PM	Core	Iñaki Zabala
555	Bug	Rejected	Normal	FromUtf8(), ... functions raise an exception when char *s is NULL	Iñaki Zabala	11/18/2013 03:43 PM	Core	Iñaki Zabala
641	Bug	Approved	Immediate	Problem with debug.cpp from 6747	Iñaki Zabala	01/11/2014 02:42 PM	Core	Iñaki Zabala
643	Feature	Approved	Normal	Xmlize default value	Iñaki Zabala	03/10/2014 01:16 PM	Core	Iñaki Zabala
746	Bug	Approved	High	Problem with MinGW 32 in Core/config.h	Iñaki Zabala	04/23/2014 10:01 AM	Core	Iñaki Zabala
803	Bug	Rejected	Normal	Bad Clear() call to a const char *	Iñaki Zabala	07/08/2014 08:52 AM	Core	Iñaki Zabala
925	Feature	Approved	Normal	Add all resting K_ key codes (; , + - [] ...) for Windows, Linux and X11 platforms	Iñaki Zabala	11/18/2014 08:01 AM	Core	Iñaki Zabala
1968	Bug	Approved	Immediate	TheIDE crashes in W10 (Core new allocator problem for MinGW)	Iñaki Zabala	06/20/2019 08:42 PM	Core	Iñaki Zabala
32	Feature	New	Low	svn log filter to do almost automatic announcement texts	Iñaki Zabala	02/17/2011 12:49 PM		Iñaki Zabala
49	Bug	Approved	Normal	Layout editor methods order generates error in class methods	Iñaki Zabala	02/19/2013 11:17 AM		Iñaki Zabala
435	Bug	Approved	Normal	Cleaning up some MSC x64 warnings in GridCtrl	Iñaki Zabala	03/03/2013 10:34 AM		Iñaki Zabala
520	Bug	Rejected	Normal	Error in plugin/png when doing SVN update	Iñaki Zabala	10/07/2013 04:44 PM		Iñaki Zabala
644	Task	Approved	Normal	Change copyright notice	Iñaki Zabala	01/19/2014 09:14 AM		Iñaki Zabala
748	Bug	Approved	Normal	Warning in Core/heaputil.cpp MSC10 64 bits	Iñaki Zabala	04/18/2014 09:04 AM		Iñaki Zabala
809	Feature	Approved	Normal	To add .t file in CodeEditor	Iñaki Zabala	07/17/2014 08:52 AM		Iñaki Zabala
2069	Bug	Approved	Normal	Some warnings in U++ sources	Iñaki Zabala	11/27/2020 09:58 AM		Iñaki Zabala
1697	Feature	Approved	Normal	Display (Line, Column) : Add Selection length => Display (Line, Col, Sel)	Iñaki Zabala	05/01/2017 11:53 AM	IDE	Abdelghani Omari