Subject: : CodeBench
Topic: : Codebench: Problems with 0.8 beta
Re: Problems with 0.8 beta
Author: : Hans
Date: : 2009/2/7 22:59:03
URL:

@Rigo

Quote:

> Using which scope? I cannot reproduce that here with "Search Current File". Obviously, if you have AUTOSAVE switched on, then the files are automatically saved for you when anything is changed.

Ah, that's it. I have autosave enabled, which suits be fine.

I seem to have some undo quirks though. Sometime undo is available after a save, sometimes it isn't. Sorry that I can't be more specific, but I don't know what I do that makes undo buffer disappear.

Likewise, some copy/cut operations leave residues behind. That may have been due to the bug with selection from the bottom of the text up that I told you about (which has been fixed).

Quote:

> If CodeBench thinks the buildscript is stale, then it will prompt you to remake it. Adding or removing files from the project will trigger this action. Once the buildscript is no longer stale, it shouldn't ask again. Can you give me some more detailed steps to try and recreate this, I may have missed something

I was clicking "no" instead of "ignore." This is due to the warning about losing project settings, so I erred on the safe side. It would be better if it didn't ask to rebuild the makescript when the user supplies their own custom one.

Quote:

> The preferences option is listed as "Confirm overwriting files", which is what you are doing. You can disable it in the first page of the prefs settings.

Disabling that will disable confirmation when I do a "save as" as well. I was hoping to not get a requester when I save a file over its own original, but to still ask for a confirmation when overwriting a different file.

BTW, I just found one other problem. I don't have my makefile in the base directory of the project (there's a reason for this), and so some project files are in a higher directory. Performing a "save as" on these leaves the "/" in front of the file-name, which of-course won't save. It's no big deal, since one can easily delete that character, but it would be better if it weren't there.

Hans