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Subject: [solved] New Navigator has an interesting bug  
Posted by [cbpporter](#) on Tue, 23 Sep 2014 11:18:03 GMT  
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So I have this extremely ugly auto-generated UT code:

```
::ColorRGBA b;  
b = ::ColorRGBA();  
b = ::ColorRGBA((uint8)(50));  
b = ::ColorRGBA(0.5f);  
b = ::ColorRGBA(0.1);  
b = ::ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3));  
b = ::ColorRGBA(0.1f, (float)(0.2), 0.3f);  
b = ::ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3), (uint8)(4));  
b = ::ColorRGBA(0.1, 0.2, 0.3, 0.4);  
b = ::ColorRGBA();  
b = ::ColorRGBA((uint8)(50));  
b = ::ColorRGBA(0.5f);  
b = ::ColorRGBA(0.1);  
b = ::ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3));  
b = ::ColorRGBA(0.1f, (float)(0.2), 0.3f);  
b = ::ColorRGBA((uint8)(1), (uint8)(2), (uint8)(3), (uint8)(4));  
b = ::ColorRGBA(0.1, 0.2, 0.3, 0.4);  
b._();  
b._((uint8)(50));  
b._(0.5f);  
b._(0.1);  
b._((uint8)(1), (uint8)(2), (uint8)(3));  
b._(0.1f, (float)(0.2), 0.3f);  
b._((uint8)(1), (uint8)(2), (uint8)(3), (uint8)(4));  
b._(0.1, 0.2, 0.3, 0.4);  
b._();  
b._((uint8)(50));  
b._(0.5f);  
b._(0.1);  
b._((uint8)(1), (uint8)(2), (uint8)(3));  
b._(0.1f, (float)(0.2), 0.3f);  
b._((uint8)(1), (uint8)(2), (uint8)(3), (uint8)(4));  
b._(0.1, 0.2, 0.3, 0.4);
```

It is indented with one tab. If I select it all and press Shift-tab, after about two second this happens:

If I press tab again restoring the indentation the navigator returns to normal .



Subject: Re: New Navigator has an interesting bug  
Posted by [mirek](#) on Mon, 22 Jun 2015 14:31:55 GMT  
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Fixed.

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