The Hammer - Bug #88

Refactor Object Neighborhood does not work on if/else

09/12/2017 11:52 PM - Wil van Antwerpen

Status:	Closed		**Start date:**	09/13/2017
Priority:	Normal		**Due date:**	
Assignee:	Wil van Antwerpen		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				

Description

If the line starts with either if or else then the detection does not work

Eg. The following does not get identified

if (a>b) Send Foo of (oBar(At(TheSea(Self))))
Else Send Moo of (oBar(At(TheSea(Self))))

History

#1 - 09/13/2017 10:59 PM - Wil van Antwerpen

- *Status changed from New to In Progress*

This is now working for object neighborhood refactor.

#2 - 09/14/2017 03:13 PM - Wil van Antwerpen

- *Status changed from In Progress to Closed*