Bug Reporting

Version 8.1

May 4, 2021

```
(require help/bug-report)        package: drracket
```

```
(help-desk:report-bug [this-bug-id
                       #:frame-mixin frame-mixin]) → void?
  this-bug-id : #f = (or/c #f exact-positive-integer?)
  frame-mixin : (make-mixin-contract frame%) = values
```

Opens a bug report window to edit the bug report identified by *this-bug-id*. If *this-bug-id* is `#f`, then creates a new bug ID and uses that one.

The *frame-mixin* argument is passed the frame class before creating the window.

```
(saved-bug-report-titles/ids) → (listof brinfo?)
```

Returns a list of the saved bug reports.

```
(discard-all-saved-bug-reports) → void?
```

Deletes all of the saved bug reports, except those currently open in frames.

```
(unsave-bug-report bug-id) → void?
  bug-id : exact-positive-integer?
```

Deletes the saved bug report identified by *bug-id*.

```
(struct brinfo (title id)
    #:extra-constructor-name make-brinfo
    #:transparent)
  title : label-string?
  id : number?
```

A record representing a saved bug report. The `id` field is suitable for use with `help-desk:report-bug`, and the `label` field is suitable for use in a GUI control.