User Interface - Feature #12037

SYSTEM-DIALOG COLOR ... UPDATE: repaint widgets using the changed colour

10/20/2026 02:19 PM - Greg Shah

Status:	New	**Start date:**	
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
billable:	No	**reviewer:**	
vendor_id:	GCD	**production:**	No
case_num:		**env_name:**	
version_reported:		**topics:**	
version_resolved:			

Description

History

#1 - 10/20/2026 02:20 PM - Greg Shah

SYSTEM-DIALOG COLOR ... UPDATE: repaint widgets using the changed colour

Project: User Interface

Problem

SYSTEM-DIALOG COLOR n UPDATE flag lets the user change entry n of the colour table. In the 4GL, every widget drawn with that colour number is immediately redrawn with the new colour.

FWD implements the dialog and returns the selection, but does not repaint: ThinClient.chooseColor carries the TODO *"all widgets (part of the specified window) having this color are immediately redrawn"*. Widgets already on screen keep the old colour until something else repaints them. The gap marking records the statement as Full / Full (R).

This matters most on colour configuration screens, whose whole purpose is to show the user the colour they just picked. A typical screen assigns the colour number to a sample widget, opens the dialog, and then reads the colour back:

```
fi_sample:BGCOLOR = 20.
SYSTEM-DIALOG COLOR 20 UPDATE lChanged.
IF lChanged THEN
   ASSIGN iRed   = COLOR-TABLE:GET-RED-VALUE(20)
          ...
          fi_sample:BGCOLOR = 20.
```

Work

1. Establish on OpenEdge which widgets are redrawn when an entry changes: those in the current window only or in every window, foreground and background, and widgets whose colour comes from their frame.
2. Implement the repaint for those widgets in the GUI drivers.
3. Check that reassigning the **same** colour number to a widget, as above, repaints it with the new value.
4. Check that COLOR-TABLE reports the new value, and that a change made with COLOR-TABLE:SET-RGB-VALUE behaves the same way.
5. Update the gap marking.

Testcases

With an OpenEdge baseline: a window with several widgets using one colour number as foreground and background, change it through the dialog, and verify what is redrawn.