User Interface - Bug #12108

Redirected frame output: VIEW STREAM / DOWN STREAM combinations write wrong or missing rows

11/03/2026 05:09 AM - Radu Apetrii

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 - 11/03/2026 05:13 AM - Radu Apetrii

While working on the implementation for #12030, I found a couple of issues with trunk in the area of frames written to a redirected stream. This task is meant to fix said problems. I will create a report soon.

#2 - 11/03/2026 05:18 AM - Radu Apetrii

In short terms, this is what's not working correctly at the moment with trunk.

1. VIEW STREAM followed by DOWN STREAM loses a row that was already displayed.
2. DOWN STREAM with a row count after VIEW STREAM is ignored.
3. A VIEW STREAM in one scope of a frame changes the output of the frame's next scope.
4. CLEAR FRAME after DISPLAY STREAM drops the pending row.
5. DISPLAY with UNLESS-HIDDEN followed by DOWN to a stream writes the hidden fields.
6. UNDERLINE STREAM and DOWN STREAM with a literal count leave an extra blank line.
7. SCREEN-VALUE on a frame used only for a stream writes rows to the terminal, and the stream gets only the last value.
8. VIEW STREAM of a 1-down frame writes nothing, where OE writes the frame.
9. Buttons are written to redirected output.
10. 1-down frame: DISPLAY, VIEW and DOWN STREAM in a loop keep only the last value.
11. The interactive GUI client crashes on SCREEN-VALUE plus VIEW STREAM of a DOWN frame.
12. VIEW STREAM of a DOWN frame after the implicit DOWN at the end of an iteration does not repeat the row.
13. DOWN frame: DISPLAY, VIEW and DOWN STREAM lose rows when there was earlier frame output.