

FWD - Bug #1509

SPACE pseudo-widget causes invalid label layout

09/02/2012 07:20 AM - Stanislav Lomany

Status:	New	Start date:	09/02/2012
Priority:	Low	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
billable:	No	case_num:	
vendor_id:	GCD	version:	
Description			

History

#1 - 09/02/2012 07:24 AM - Stanislav Lomany

We only **suspect** that it is a bug. This example should be tested with the real 4GL to make sure.

Testcase:

```
define variable i as integer label "Integer variable" init 123.  
define variable s as char label "String" init "text".  
  
display i space(2) s at 18.
```

Layout:

```
Integer variable  
-----  
          123  
          String  
-----  
          text
```

While correct layout is:

```
Integer variable  
-----  
          String  
-----  
          123  
          text
```