

User Interface - Bug #2166

Alert box layout mismatch

08/19/2013 12:51 PM - Eugenie Lyzenko

Status:	New	Start date:	08/19/2013
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		case_num:	
billable:	No	version:	
vendor_id:	GCD		
Description			

History

#1 - 09/03/2013 04:23 PM - Eugenie Lyzenko

Consider the following code:

```
...
message skip
  "This is the normal attribute text. Depending on the" skip(0)
  "current console OS color settings it can be colored" skip(0)
  "or not. The buttons below should have one letter " skip(0)
  "underlined and button <No> should have reverse " skip(0)
  "color attribute meaning the current selection. Hit " skip(0)
  "arrow keys to change the current selection, ENTER " skip(0)
  "to select curent button. " skip(0)
  view-as alert-box warning buttons yes-no-cancel update res as log.
...
```

This converts OK and has the correct color attribute in result. Compare normal-4gl-linux.jpg and normal-4gl-windows.jpg with normal-p2j-linux.jpg and normal-p2j-windows.jpg. However here we see the second issue: in P2J text start coordinate for all lines except last on is different(one more extra " " char inserted before line start). And the alert-box width become different. The converted code is:

```
...
    messageBox(new Object[]
    {
        new SkipEntity(),
        "This is the normal attribute text. Depending on the",
        new SkipEntity(0),
        "current console OS color settings it can be colored",
        new SkipEntity(0),
        "or not. The buttons below should have one letter ",
        new SkipEntity(0),
        "underlined and button <No> should have reverse ",
        new SkipEntity(0),
        "color attribute meaning the current selection. Hit ",
        new SkipEntity(0),
        "arrow keys to change the current selection, ENTER ",
        new SkipEntity(0),
        "to select curent button. ",
        new SkipEntity(0)
    }, false, new AccessorWrapper(res), ALERT_WARNING, BTN_YES_NO_CANCEL, null);
...
```

It is happening in some rare conditions so in our tests we just can not screens to verify this mismatch. Note this behavior is not depending on conversion OS.

4GL Original for Linux and Windows:

Warning

This is the normal attribute text. Depending on the current console OS color settings it can be colored or not. The buttons below should have one letter underlined and button <No> should have reverse color attribute meaning the current selection. Hit arrow keys to change the current selection, ENTER to select curent button.

<Yes> <No> <Cancel>

P2J Linux and Windows:

Warning

This is the normal attribute text. Depending on the current console OS color settings it can be colored or not. The buttons below should have one letter underlined and button <No> should have reverse color attribute meaning the current selection. Hit arrow keys to change the current selection, ENTER to select curent button.

<Yes> <No> <Cancel>

The real screenshots are also appended here.

#2 - 09/03/2013 04:30 PM - Eugenie Lyzenko

- Description updated

Files

normal-4gl-linux.jpg	195 KB	08/19/2013	Eugenie Lyzenko
normal-4gl-windows.jpg	118 KB	08/19/2013	Eugenie Lyzenko
normal-p2j-linux.jpg	194 KB	08/19/2013	Eugenie Lyzenko
normal-p2j-windows.jpg	126 KB	08/19/2013	Eugenie Lyzenko