User Interface - Bug #2171

Focused radio-button attribute mismatch

08/24/2013 08:13 AM - Eugenie Lyzenko

Status:	New		**Start date:**	08/24/2013
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
billable:	No		**case_num:**	
vendor_id:	GCD		**version:**	

Description

History

#1 - 09/03/2013 04:35 PM - Eugenie Lyzenko

- Description updated

Radio-button has a bit different look as in 4GL form the attributes point of view. The focused button character between braces ( ), X or " " should have blinked attribute in Linux and reverse one in Windows. Currently we have this char with NORMAL text attribute in both Linux and Windows P2J implementation.