

## Base Language - Bug #2188

### fix runtime for SCREEN-VALUE attribute

10/02/2013 02:03 AM - Constantin Asofiei

<b>Status:</b>	New	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	16.00 hours
<b>Target version:</b>	Cleanup and Stabilization for GUI	<b>case_num:</b>	
<b>billable:</b>	No		
<b>vendor_id:</b>	GCD		
<b>Description</b>			
<b>Related issues:</b>			
Related to User Interface - Bug #2528: finish investigation and implementation ...			<b>New</b>

### History

#### #1 - 10/02/2013 02:10 AM - Constantin Asofiei

- Estimated time set to 16.00

From [#1612](#) note 27: SCREEN-VALUE attribute doesn't seem to be fixed properly. See the GenericFrame.getScreenValue changes -

```
public character getScreenValue(GenericWidget widget)
{
    BaseDataType value;

    value = (BaseDataType) convertScreenValue(character.class,
        frameBuf.getScreenValue(widget.getId()),
        widget._getFormat());

    if (value == null)
        value = (BaseDataType) getter(widget.getId(),
            ((ControlEntity) widget).getDataClass(), /* CHANGE: use widget's type */
            true,
            false);

    // the getter is only guaranteed to return a character value when
    // the value is uninitialized, otherwise we get back whatever type
    // the data actually has
    if (!(value instanceof character))
    {
        // convert it to character
        value = TextOps.trim(character.valueOf(value, widget.getFormat())); /* CHANGE: use widget's type */
    }

    return (character) value;
}
```

which are needed for this test to pass (note that the changes might be numeric-specific, might not work in other cases and might not be complete/correct):

```
def var d as dec label "Decimal" init 12345678.09 format ">>>,>>>,>>>.99".
```

```
def var sdf as char.
def var df as char init "12,345,678.09".
```

```
form d with frame f1.
display d with frame f1.
```

```
sdf = trim(string(d, ">>>, >>>, >>>.99")).
if (sdf <> df)
  then message "expected " df " and found " sdf.

sdf = d:screen-value in frame f1.
if (sdf <> df)
  then message "expected " df " and found screen-value " sdf.
```

The conclusion at this time is that SCREEN-VALUE must return what is actually in the frame's screen buffer for that widget, and not rely on type-specific values.

**#2 - 03/23/2016 05:22 PM - Greg Shah**

- Target version changed from Milestone 12 to Milestone 16

**#3 - 11/16/2016 12:23 PM - Greg Shah**

- Target version changed from Milestone 16 to Cleanup and Stabilization for GUI