

Base Language - Bug #2509

problem converting INPUT x @ y constructs

01/30/2015 12:23 PM - Constantin Asofiei

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Constantin Asofiei	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	GUI Support for a Complex ADM2 App	case_num:	
billable:	No		
vendor_id:	GCD		
Description			

History

#1 - 01/30/2015 12:27 PM - Constantin Asofiei

- File *ca_upd20150130b.zip* added

P2J incorrectly resolves the frame of a INPUT i expression, in a case like this:

```
def temp-table tt1 field f1 as int field f2 as int.  
def var i as int.  
def var j as int.  
  
create tt1.  
  
form i tt1.f1 with frame f1.  
form j tt1.f2 with frame f2.  
  
update i tt1.f1 with frame f1.  
  
display input i @ j input tt1.f1 @ tt1.f2 with frame f2. /* this one is wrong */  
pause.  
display i @ j tt1.f1 @ tt1.f2 with frame f2. /* this one is OK */
```

Frame f2 has only j and tt1.f2 widgets; P2J assumes i and tt1.f1 are part of f2, too, thus "input i" will be resolved for a widget in frame f2.

Attached update passed conversion testing and was released to bzz rev 10730.

#2 - 01/30/2015 12:40 PM - Greg Shah

- Status changed from WIP to Closed

- Target version set to Milestone 12

#3 - 11/16/2016 12:13 PM - Greg Shah

- Target version changed from Milestone 12 to GUI Support for a Complex ADM2 App

Files

ca_upd20150130b.zip	34.3 KB	01/30/2015	Constantin Asofiei
---------------------	---------	------------	--------------------