

Base Language - Bug #2527

after ENDKEY (F4) the server-side screen buffer needs to be updated

03/02/2015 11:09 AM - Constantin Asofiei

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	Cleanup and Stabilization for GUI	case_num:	
billable:	No		
vendor_id:	GCD		
Description			

History

#1 - 03/02/2015 11:15 AM - Constantin Asofiei

An ENDKEY condition generated by i.e. F4 while an update is in progress will update the SCREEN-VALUE and INPUT function. See this for an example:

```
def var i as int.  
def var ch as char.  
def var d as date init today.  
  
i = 12345.  
ch = "abcdef".  
  
display i ch d with frame f1.  
  
do on endkey undo, leave:  
  update i ch d with frame f1.  
end.  
  
message ch entered input ch ch:screen-value.  
message d entered input d d:screen-value.  
message i entered input i i:screen-value.
```

enter "1" for i, "a" for ch and "11/ / " for d, then press F4/ENDKEY The result will be this:

```
no a a  
no 11/ / 11/ /  
no 1 1
```

The fix will need to send the frame's ScreenBuffer to the server side, enclosed in the raised condition (or maybe let the server-side explicitly retrieve the screen buffer from the client-side, if a condition was raised).

#2 - 03/23/2016 05:18 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