User Interface - Feature #2556

add support for COLOR statement in GUI

04/27/2015 03:28 AM - Constantin Asofiei

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

History

#1 - 04/27/2015 03:47 AM - Constantin Asofiei

- File color-check.p added

There's more than just drawing related to colors. When COLOR ... NORMAL/INPUT/MESSAGES is used, in GUI this affects both the BGCOLOR and FGCOLOR attributes - they are set to certain indexes in the standard color table, based on this configuration from progress.ini (specifies fg,bg).

```
NORMAL=0,15
INPUT=15,0
MESSAGES=15,1
```

In ChUI, this affects only the DCOLOR attribute

Second, we need to determine what happens if a color name other than NORMAL/INPUT/MESSAGES is given, as in COLOR DISPLAY some-color-name widget.. I suspect these are color names, but I can't find where they are configured, to determine if it affects both the foreground and the background.

Both the COLOR PROMPT and COLOR DISPLAY cases need to be checked.

#2 - 03/23/2016 04:29 PM - Greg Shah

- Target version deleted (Milestone 12)

Files

color-check.p		3.25 KB	04/27/2015	Constantin Asofiei