

## User Interface - Bug #2572

Bug # 2677 (New): fix drawing and functional differences between P2J GUI and 4GL GUI

### improve realized for widgets

05/14/2015 06:02 PM - Greg Shah

|  |                                   |                        |                   |
|--|-----------------------------------|------------------------|-------------------|
| <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> | 0.00 hour         |
| <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 - Feature #2534: methods/attrs support for EDITOR, ... |                                   | <b>Closed</b>          | <b>03/06/2015</b> |

### History

#### #1 - 05/14/2015 06:05 PM - Greg Shah

The realized flag for widgets needs to be improved to duplicate the 4GL behavior. Unfortunately, this behavior is poorly documented. This implementation should include all described behavior in [#2534](#) notes 51 and 73 - 83.

#### #2 - 03/23/2016 11:33 AM - Greg Shah

- Tracker changed from Feature to Bug
- Subject changed from implement realized for widgets to improve realized for widgets
- Parent task changed from #2252 to #2677

#### #3 - 03/23/2016 05:18 PM - Greg Shah

- Target version changed from Milestone 12 to Milestone 16

#### #4 - 11/16/2016 12:23 PM - Greg Shah

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