

User Interface - Bug #2679

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

window borders should have a 3D appearance

09/03/2015 04:43 PM - Greg Shah

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Eugenie Lyzenko	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:	GUI Support for a Complex ADM2 App	case_num:	
billable:	No	version:	
vendor_id:	GCD		
Description			

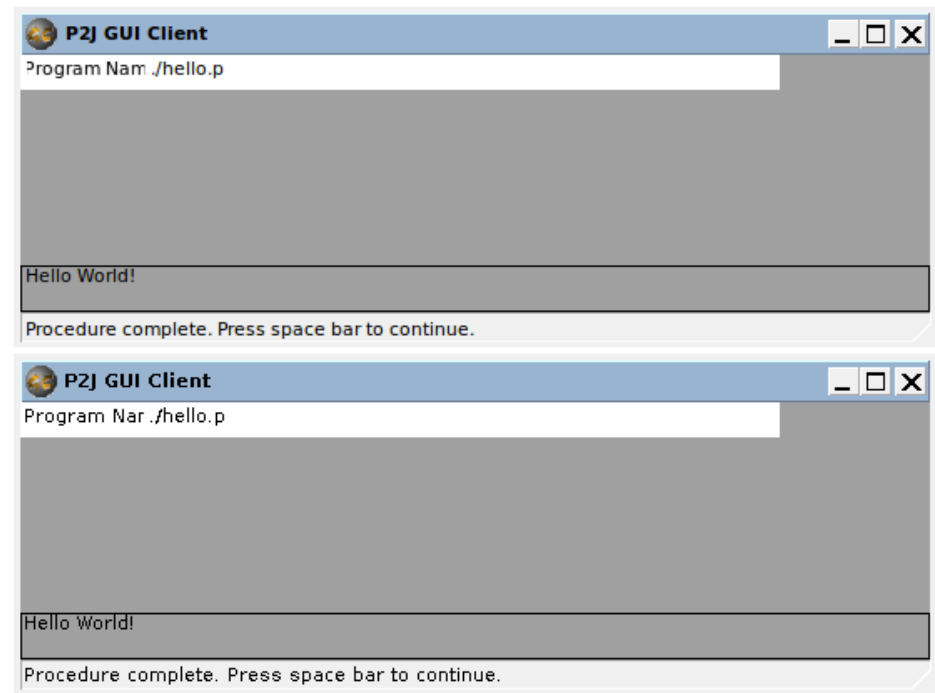
History

#1 - 09/03/2015 04:48 PM - Greg Shah

- File ask\_gui\_post\_run\_of\_hello.p\_4gl\_20150903.png added
- File ask\_gui\_post\_run\_of\_hello.p\_p2j\_web\_and\_swing\_20150903.png added

At this time we are only going to implement support for the look of the windows classic theme.

Attached is an example of the difference.



The 4GL version:



**#2 - 09/03/2015 05:22 PM - Hynek Cihlar**

In fact, not only windows are missing the 3D effect. Other controls as well - window caption buttons, scroll bars, buttons, and likely others.

**#3 - 09/14/2015 05:56 PM - Greg Shah**

The caption button 3D highlights seem to be the same. Selected buttons have some differences which are being resolved in [#2715](#). We will deal with scroll bar differences elsewhere.

**#4 - 10/07/2015 01:47 PM - Greg Shah**

- Assignee set to *Eugenie Lyzenko*
- Target version set to *Milestone 12*

Please put your changes into task branch 1811r.

**#5 - 10/08/2015 12:37 PM - Greg Shah**

- Status changed from *New* to *Closed*

I've tested the changes in branch 1811r revision 10962 and they do indeed resolve this issue.

**#6 - 11/10/2015 04:51 AM - Greg Shah**

- % Done changed from *0* to *100*

**#7 - 11/16/2016 12:13 PM - Greg Shah**

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

**Files**

ask_gui_post_run_of_hello.p_p2j_web_and_swing_20150903.png	11.1 KB	09/03/2015	Greg Shah
ask_gui_post_run_of_hello.p_4gl_20150903.png	2.8 KB	09/03/2015	Greg Shah