

## User Interface - Bug #2717

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

### The initial window's position is out of the screen.

09/15/2015 07:05 AM - Igor Skornyakov

<b>Status:</b>	New	<b>Start date:</b>	09/15/2015
<b>Priority:</b>	Low	<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>		<b>case_num:</b>	
<b>billable:</b>	No		
<b>vendor_id:</b>	GCD		
<b>Description</b>			

### History

#### #1 - 09/15/2015 07:08 AM - Igor Skornyakov

When I start the converted p2j application (both in ChUI and GUI modes) the initial window's position is out of the screen area (in 99+% of cases and it doesn't depend on the app itself). In addition in the GUI mode after it is moved to a screen I have to switch focus from it and back before the window starts to react to keyboard (again - it happens in most cases).  
I have two monitors if it is important.

#### #2 - 09/15/2015 12:52 PM - Igor Skornyakov

Well, it seems that this is problem with dual monitor configuration only.

#### #3 - 10/13/2015 03:48 PM - Greg Shah

- Priority changed from Normal to Low