

## User Interface - Bug #2742

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

### Problems when using the SIZE option

10/02/2015 05:31 PM - Vadim Gindin

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Vadim Gindin	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	GUI Support for a Complex ADM2 App	<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 #2513: implement GUI runtime support for ...		<b>Closed</b>	<b>02/10/2015</b>

### History

#### #1 - 10/02/2015 05:37 PM - Vadim Gindin

Consider we have the following var definition: def var tbbx as logical view-as toggle-box size 15 by 1.5. That toggle-box will be displayed incorrectly: size statement will be ignored and size of the component will be computed dynamically using font-size and constants. Test procedure is uast/toggle\_box/gui/tbx\_static1.p.

Some workaround:

BaseEntity does not set fixedWidth/fixedHeight flags and without those flags width() and height() methods will not use specified values and calculate height/width dynamically using font sizes. Have a look:

BaseEntity.setSizeChars() contains the following lines:

```
if (gfr != null && !gfr.isInsideSetup())
{
    config.fixedHeight = true;
}
```

In other words it set config.fixedHeight only if we are not inside frame setup. Described toggle-box definition is converted to the following calls:

```
public static class TbxStaticFDef
extends WidgetList
{
    ..
    public void setup(CommonFrame frame)
    {
        ..
        tbbx.setWidthChars(15);
        tbbx.setHeightChars(1.5);
    }
}
```

width/height setting happen exactly inside frame setup and it means, that the flags fixedHeight/fixedWidth will not be set.

**#2 - 10/08/2015 09:06 AM - Greg Shah**

- Target version set to Milestone 12
- Start date deleted (10/02/2015)
- Parent task set to #2677

**#3 - 10/17/2015 09:22 AM - Greg Shah**

- Assignee set to Eugenie Lyzenko

**#4 - 10/17/2015 10:21 PM - Eugenie Lyzenko**

Task branch 1811s for review updated to revision 10986.

This is GUI button implicit/auto resize issue fix. The new painting issue found for button is the real button differs from (width|height)-pixels by 1 pixel in both dimensions. Will be resolved in next update.

Constantin,

To verify the 4gl->p2j pictures exact match I need to know how to get the same font for both 4gl and p2j. Or how to set up p2j in a way to use the same fonts as for 4gl default configuration on windev01. I need to:

1. The main windows are the same in 4GL and P2J
2. The button fonts are the absolutely the same(in text width and height) in 4GL and P2J.

Do you have any instructions you can share in this point.

**#5 - 10/18/2015 08:32 AM - Constantin Asofiei**

Eugenie Lyzenko wrote:

Task branch 1811s for review updated to revision 10986.

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1. The main windows are the same in 4GL and P2J
2. The button fonts are the absolutely the same(in text width and height) in 4GL and P2J.

Do you have any instructions you can share in this point.

Use the same approach as for selection-list: update your testcases project, take the custom-fonts node from here [#2701-4](#) (or the directory.xml from testcases/) plus the simple/server/fonts folder.

From this, change the font-table in the directory.xml to use different fonts/sizes and check the widget's dimension attributes in P2J and 4GL.

## #6 - 10/18/2015 07:12 PM - Eugenie Lyzenko

Task branch 1811s for review updated to revision 10987.

This is the GUI button fix for incorrect width/height 1 pixel calculation during button painting. Also the change restores the ability to use images for GUI button.

## #7 - 10/18/2015 07:23 PM - Eugenie Lyzenko

- File *gui\_btn\_test25\_p2j.jpg* added

This is the screen with fixed button size calculation. Testcase *uast/button/gui\_btn\_test25.p* from revision 1382.

## #8 - 10/19/2015 09:46 AM - Eugenie Lyzenko

Task branch 1811s for review updated to revision 10991.

The small change to fix button text location issue in pressed and disabled state fro string draw centered function.

## #9 - 10/19/2015 09:59 AM - Eugenie Lyzenko

- File *toggle\_box\_sizing\_p2j\_0\_20151019.jpg* added

- File *toggle\_box\_sizing\_p2j\_1\_20151019.jpg* added

- File *toggle\_box\_sizing\_4gl\_0.jpg* added

- File *toggle\_box\_sizing\_4gl\_1.jpg* added

Greg, Vadim,

The analysis for primary issue.

1. The testcase to get this bug(*uast/toggle\_box/gui/tbx\_static1.p*) is not correct or not informative. The fixed version is:

```
...
def var tbx as logical.
def var tbbx as logical view-as toggle-box size 15 by 1.5.
def button exit_btn label "exit".
def frame f tbbx exit_btn no-labels.
display tbx view-as toggle-box /*size 10 by 1.6*/ with frame f.

tbx:bgcolor = 4.
tbx:bgcolor = 5.

message "name: " + tbx:name + " width-chars: " + string(tbx:width-chars) +
" width-pixels: " + string(tbx:width-pixels) + " width: " + string(tbx:width).
message " height-chars: " + string(tbx:height-chars) + " height-pixels: " + string(tbx:height-pixels) +
" height: " + string(tbx:height).

pause.

/*tbx:label = ?.*

message "name: " + tbbx:name + " width-chars: " + string(tbbx:width-chars) +
" width-pixels: " + string(tbbx:width-pixels) + " width: " + string(tbbx:width).
message " height-chars: " + string(tbbx:height-chars) + " height-pixels: " + string(tbbx:height-pixels) +
" height: " + string(tbbx:height).

enable all with frame f.
wait-for choose of exit_btn
...
```

2. There are no SIZE related issues here. Take a look at the pictures attached. As you can see all sizes for both toggle boxes are the same in 4GL and P2J.

3. The only issues have seen from this test are:

- Toggle box check mark location(Y direction) in P2J is one pixel more than expected in 4GL.
- Toggle box label in disabled state in P2J is incorrect. There must be actually 2 same texts with different color but one pixel XY shift, the dark over the light.

Vadim, do you have any comments?

**#10 - 10/19/2015 10:09 AM - Greg Shah**

Eugenie, the trunk revision 10947 has some fixes to toggle box. 1811s does not yet include those (it is a pending rebase). Please check this testcase in the trunk to see if your found issues are resolved there or not.

**#11 - 10/19/2015 10:39 AM - Eugenie Lyzenko**

Greg Shah wrote:

Eugenie, the trunk revision 10947 has some fixes to toggle box. 1811s does not yet include those (it is a pending rebase). Please check this testcase in the trunk to see if your found issues are resolved there or not.

The trunk build has no difference with current 1811s branch for toggle-box. The toggle box size is correct there too. And the issues from point 3 can also be seen.

**#12 - 10/19/2015 11:12 AM - Vadim Gindin**

Eugenie Lyzenko wrote:

Greg, Vadim,

The analysis for primary issue.

1. The testcase to get this bug([uast/toggle\\_box/gui/tbx\\_static1.p](#)) is not correct or not informative. The fixed version is:  
[...]

2. There are no SIZE related issues here. Take a look at the pictures attached. As you can see all sizes for both toggle boxes are the same in 4GL and P2J.

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- Toggle box label in disabled state in P2J is incorrect. There must be actually 2 same texts with different color but one pixel XY shift, the dark over the light.

Vadim, do you have any comments?

Eugeni, I probably missed that. I'll check it and fix it Thank you.

**#13 - 10/20/2015 10:17 AM - Greg Shah**

- Assignee changed from Eugenie Lyzenko to Vadim Gindin

Vadim: how quickly can these issues be addressed?

**#14 - 10/20/2015 12:04 PM - Vadim Gindin**

Greg Shah wrote:

Vadim: how quickly can these issues be addressed?

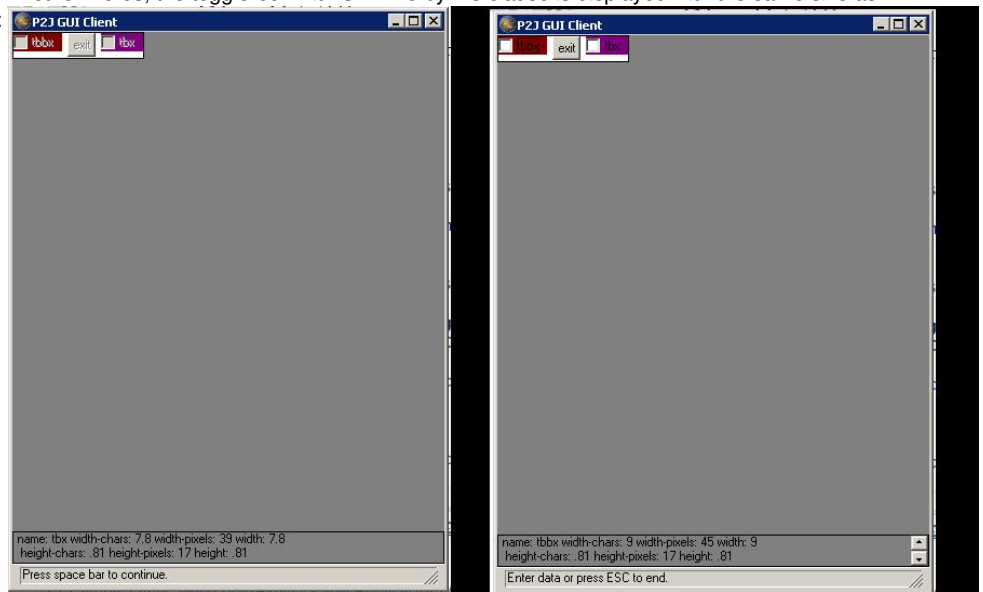
During the day.

**#15 - 10/22/2015 02:25 PM - Vadim Gindin**

- File *leftBefore-rightAfter.png* added

Here is the current situation.

1. Disabled font is fixed and check mark 1pix shift is also done.
2. SIZE problem is still exists in my machine. In other words, the toggle-box with SIZE 15 by 1.5 clause is displayed with the same size as toggle-box without it. See attached image:



There are 2 screen shots of executed procedure (described in the note 9). Left shot - is before spacebar is pressed and the right one - after that.

Eugenie, please comment this situation as we've discussed.

**#16 - 10/22/2015 02:46 PM - Eugenie Lyzenko**

This is certainly a kind of regression because in 1811s branch version 10991(as of 20151019) everything was OK as you can see from the picture.

I have just uploaded fix for review(1811s revision 11023). The idea is to use width/height from config to get the size. If auto sizing required - the size is computing dynamically and stored in config for further usage.

Vadim, the toggle-box still have drawing issues with text(both enabled and disabled states)

- XY position is wrong

- disable text behind color is wrong it must be light shadow(implemented as white in default scheme)

**#17 - 10/22/2015 03:20 PM - Vadim Gindin**

Eugenie Lyzenko wrote:

..

- disable text behind color is wrong it must be light shadow(implemented as white in default scheme)

Eugenie, lets clarify colors. As I founded before: top-left (gray) color is 16 COLOR\_3DSHADOW and right-bottom color (white) is 20 COLOR\_BTNHIGHLIGHT. Do you mean the same colors?

**#18 - 10/22/2015 03:25 PM - Eugenie Lyzenko**

Vadim Gindin wrote:

Eugenie Lyzenko wrote:

..

- disable text behind color is wrong it must be light shadow(implemented as white in default scheme)

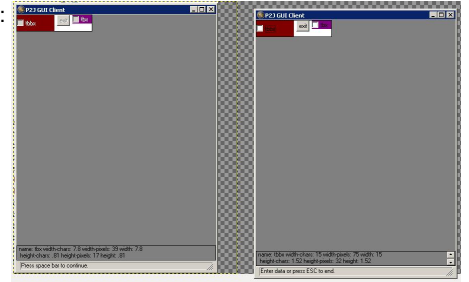
Eugenie, lets clarify colors. As I founded before: top-left (gray) color is 16 COLOR\_3DSHADOW and right-bottom color (white) is 20 COLOR\_BTNHIGHLIGHT. Do you mean the same colors?

Yes, for disabled text the back side text color is COLOR\_BTNHIGHLIGHT the front text color is COLOR\_3DSHADOW.

#19 - 10/22/2015 04:28 PM - Vadim Gindin

- File size.png added

I've updated branch to the latest revision and It seems SIZE problem is solved by on of latest commits:



#20 - 10/22/2015 04:41 PM - Vadim Gindin

The last one issue is remained: location of check mark. Eugenie, how did you find, that it is wrong?

#21 - 10/22/2015 05:01 PM - Eugenie Lyzenko

Vadim Gindin wrote:

The last one issue is remained: location of check mark. Eugenie, how did you find, that it is wrong?

The check mark position is no OK. Nothing to fix here.

#22 - 10/23/2015 09:18 AM - Eugenie Lyzenko

- File toggle\_box\_text\_p2j\_issue\_enabled\_20151023.jpg added

- File toggle\_box\_text\_p2j\_issue\_disabled\_20151023.jpg added

There are remaining text/dotted selection rectangle issues. The attached pictures are from 4GL with pasted some fragments from P2J. You can see:

1. Disabled text X coordinate in P2J 2 pixels less than expected in 4GL.
2. Enabled text X coordinate in P2J 1 pixel less than expected in 4GL.
3. Enabled text Y coordinate in P2J 1 pixel more than expected in 4GL.
4. Enabled text highlight width in P2J 1 pixel less than expected in 4GL.
5. Enabled text highlight Y coordinate in P2J 1 pixel more than expected in 4GL.
6. Enabled text highlight height in P2J 1 pixel less than expected in 4GL.

#23 - 10/23/2015 04:28 PM - Vadim Gindin

Thank you! I've fixed it just now. Branch 2677a, revno 10953.

**#24 - 10/24/2015 02:41 PM - Eugenie Lyzenko**

- File *disabled\_text\_4gl\_correct.jpg* added

- File *disabled\_text\_p2j\_incorrect\_20151024.jpg* added

Vadim Gindin wrote:

Thank you! I've fixed it just now. Branch 2677a, revno 10953.

The only issue still exist is incorrect drawing for the text in disabled state of the toggle-box. Consider the pictures attached for current P2J build and 4GL to see the difference. The dark text should be painted over the light one(to do this you must draw the light text first, then the dark text - this is the mandatory sequence).

**#25 - 10/24/2015 03:14 PM - Vadim Gindin**

Thank you again! Fixed in rev 10955.

**#26 - 10/24/2015 04:26 PM - Eugenie Lyzenko**

Vadim Gindin wrote:

Thank you again! Fixed in rev 10955.

OK. Confirm all issues are now fixed.

**#27 - 10/25/2015 07:44 AM - Greg Shah**

- % Done changed from 0 to 100

- Status changed from New to Closed

**#28 - 11/16/2016 12:13 PM - Greg Shah**

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

**Files**

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gui_btn_test25_p2j.jpg	50.1 KB	10/18/2015	Eugenie Lyzenko
toggle_box_sizing_4gl_0.jpg	45.1 KB	10/19/2015	Eugenie Lyzenko
toggle_box_sizing_p2j_0_20151019.jpg	35.9 KB	10/19/2015	Eugenie Lyzenko
toggle_box_sizing_4gl_1.jpg	48 KB	10/19/2015	Eugenie Lyzenko
toggle_box_sizing_p2j_1_20151019.jpg	37.7 KB	10/19/2015	Eugenie Lyzenko
leftBefore-rightAfter.png	10.6 KB	10/22/2015	Vadim Gindin
size.png	12.8 KB	10/22/2015	Vadim Gindin



toggle_box_text_p2j_issue_disabled_20151023.jpg	50.9 KB	10/23/2015	Eugenie Lyzenko
toggle_box_text_p2j_issue_enabled_20151023.jpg	50.3 KB	10/23/2015	Eugenie Lyzenko
disabled_text_4gl_correct.jpg	925 Bytes	10/24/2015	Eugenie Lyzenko
disabled_text_p2j_incorrect_20151024.jpg	929 Bytes	10/24/2015	Eugenie Lyzenko