

User Interface - Bug #2760

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

SwingEmulatedWindow.moveToTop() in Swing forces focus to shift to the window that has been moved but this doesn't happen in the 4GL

10/16/2015 08:13 AM - Greg Shah

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

History

#1 - 10/16/2015 08:16 AM - Greg Shah

A simple testcase to use is frame-z-order/zw1.p. This allows you to invoke the MOVE-TO-TOP() and MOVE-TO-BOTTOM() methods from triggers (a, A, b, B, c, C). This works properly in the web client but in Swing it is broken because the focus shifts when it should not. Revision 10975 of 1811s is needed to get the base support for MOVE-TO-TOP() and MOVE-TO-BOTTOM().

#2 - 10/16/2015 08:27 AM - Greg Shah

See also [#1811-1490](#)