

User Interface - Bug #2804

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

Incorrect ESCAPE processing.

10/30/2015 11:01 AM - Igor Skornyakov

Status:	New	Start date:	10/30/2015
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 - 10/30/2015 11:03 AM - Igor Skornyakov

- File *update3.p* added

With the attached program after pressing ESCAPE when the second frame is active 4GL returns to the first frame and hides the second one. P2J doesn't hide the second frame.

Files

update3.p	321 Bytes	10/30/2015	Igor Skornyakov
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