

Database - Bug #2807

LDBNAME can work with an unopen buffer

10/31/2015 04:47 AM - Constantin Asofiei

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

History

#1 - 10/31/2015 04:50 AM - Constantin Asofiei

The ldbname function (and maybe others?) work in 4GL with an not-yet-opened buffer:

```
message ldbname(buffer book) .
```

This fails in P2J as the buffer is inactive.

This is needed for the GUI demo.

#2 - 10/31/2015 03:01 PM - Eric Faulhaber

A proposed fix is in 2677a/10996. It resolves the above test case, but has not been regression tested.

#3 - 10/31/2015 03:01 PM - Eric Faulhaber

- Status changed from New to Test
- Assignee set to Eric Faulhaber
- Target version set to Milestone 12

#4 - 03/01/2016 06:48 PM - Eric Faulhaber

- % Done changed from 0 to 100
- Status changed from Test to Closed

This fix was merged to the P2J trunk in revision 10952.

#5 - 11/16/2016 12:12 PM - Greg Shah

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