

Database - Bug #2807

LDBNAME can work with an unopen buffer

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

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	version:	
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