

User Interface - Bug #2847

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

Potential issues in GUI frame layout realized in non-default window

11/13/2015 04:58 PM - Hynek Cihlar

Status:	New	Start date:	11/13/2015
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 - 11/13/2015 05:09 PM - Hynek Cihlar

GUI frame layout depends on its parent window. The parent window may be different during `frame.openScope()` and when the frame is being made visible (in `Frame.setVisible()`).

Some interesting consequences arise from this:

<ca>

Although forcing `doLayout()` in `setVisible()` again might look somehow an overkill, I don't see another approach to adjust the frame (and its content) to its realization window. And another question is: what happens if widget location is interrogated BEFORE the frame is realized, considering (all is implicit layout, no explicit locations):

1. layout from `frame.openScope()` is done with default/current-window which has a size enough that it fits the entire frame content without i.e. placing the widgets on two or more rows
2. widget location is interrogated before frame is realized
3. frame is realized and drawn on a smaller window
4. widget location is interrogated again

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Currently the down-body calculated during the first layout is unconditionally thrown away in `Frame.setVisible()` to satisfy `ZeroColumnLayout`. This however doesn't seem to be correct because we may loose down-body state calculated from the previous down-body processing.