

User Interface - Bug #2889

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

Multiple windows support is incorrect

12/01/2015 09:23 AM - Igor Skornyakov

Status:	New	Start date:	12/01/2015
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 - 12/01/2015 09:25 AM - Igor Skornyakov

- File *mouse-windows.p* added

In 4GL the attached program opens two windows (a second one after any widget gains focus and a corresponding MESSAGE statement is executed). The messages are displayed in the second (DEFAULT) window. With p2j the default window remains closed and messages are not visible.

Files

mouse-windows.p	6.06 KB	12/01/2015	Igor Skornyakov
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