

User Interface - Bug #2891

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

Cannot switch between windows in simple_windows.p

12/01/2015 10:13 AM - Stanislav Lomany

Status:	New	Start date:	12/01/2015
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
billable:	No	case_num:	
vendor_id:	GCD	version:	
Description			

History

#1 - 12/01/2015 10:18 AM - Stanislav Lomany

Testcase:

```
default-window:min-width-chars = 10.  
default-window:min-height-chars = 10.
```

```
def var h as handle.
```

```
create window h.  
h:title = "second window".  
h:min-width-chars = 10.  
h:min-height-chars = 10.
```

```
def var i as int.  
def var ch as char.
```

```
def button btn label "a button".
```

```
form i skip ch skip btn with frame f1 side-labels title "the title".
```

```
i = 12345.  
ch = "abcdef".  
display i bgcolor 3 fgcolor 4  
        ch bgcolor 4 fgcolor 3  
        with frame f2 side-labels title "second frame" in window h.
```

```
UPDATE i ch btn with frame f1.
```

When you click on the second window, the focus is immediately returned to the first window.

Backward focus switching is triggered by ThinClient:10963:

[illegible]

#2 - 12/01/2015 10:18 AM - Stanislav Lomany

- Parent task set to #2677