

## User Interface - Bug #2903

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

### the height of the frame in movie-ratings-static.p is incorrect

12/03/2015 08:23 AM - Constantin Asofiei

<b>Status:</b> New	<b>Start date:</b>
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> Cleanup and Stabilization for GUI	<b>case_num:</b>
<b>billable:</b> No	
<b>vendor_id:</b> GCD	
<b>Description</b>	

### History

#1 - 12/03/2015 08:24 AM - Constantin Asofiei

- File movie-ratings-static-frame-height.png added

The height of the frame in the movie-ratings-static.p is incorrect. See bellow: left is P2J, right is 4GL.



**#2 - 03/23/2016 04:59 PM - Greg Shah**

- Target version changed from Milestone 12 to Milestone 16

**#3 - 11/16/2016 12:23 PM - Greg Shah**

- Target version changed from Milestone 16 to Cleanup and Stabilization for GUI

**Files**

---

movie-ratings-static-frame-height.png	69.4 KB	12/03/2015	Constantin Asofiei
---------------------------------------	---------	------------	--------------------