User Interface - Bug #2904

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

./frame-z-order/zw1.p - incorrect focus owner

12/03/2015 10:28 AM - Sergey Ivanovskiy

Status:	New		**Start date:**	12/03/2015
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
billable:	No		**case_num:**	
vendor_id:	GCD			

Description

History

#1 - 12/03/2015 10:34 AM - Sergey Ivanovskiy

- File active-window-focus-widget-issue-zw1.png added

The corresponding fill-in widget on the current active window should have a focus and if the current active window is changed, the new fill-in should gain a focus (keys input). To reproduce the attached picture for the web client ./frame-z-order/zw1.p please follow these steps: Press "a", next "b" and then "c" keys and examine the result what window's fill-in widgets display.

For the swing client the focus owner is incorrect too. The test creates 3 window in this order window#1, window#2 and the default window and it seems they are properly highlighted, but keys input isn't determined by any logic. The input field on the default window doesn't print any keys sequence. All typed keys are spread between the input field of window#2 and window#1.

Files

active-window-focus-widget-issue-zw1.png	18.5 KB	12/03/2015	Sergey Ivanovskiy