

## User Interface - Bug #2907

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

### UPDATE statement in a window which is not ACTIVE-WINDOW must bring the window on top

12/03/2015 11:27 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 11:29 AM - Constantin Asofiei

In demo/simple\_windows.p, an UPDATE must bring its owner window to top. The task should check the other input blocking statements (SET, PROMPT-FOR, PAUSE), in scenarios like: multiple windows are created, ACTIVE-WINDOW (on top) is the DEFAULT-WINDOW, and use triggers to execute input blocking UI statements in other windows.

#### #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