

User Interface - Bug #2925

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

EDITOR widget is invisible in presence of the BROWSE one.

12/08/2015 07:54 AM - Igor Skorniyakov

Status:	New	Start date:	12/08/2015
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 - 12/08/2015 07:57 AM - Igor Skorniyakov

- File mouse2.p added

When running the converted version of the attached program the EDITOR widget is invisible. The debugger shows that EditorGuiImpl.physicalDimension() returns (0,0). If the BROWSE widget (both the definition and the reference) are commented out both FILL-IN and EDITOR are OK.

#2 - 02/22/2016 10:22 AM - Igor Skorniyakov

- File mouse.p added

In addition. When I run the converted attached test (w/o BROWSE) then all drop-down lists at the top of the window are only 2 items long. With the BROWSE (when EDITOR is invisible) they are normal (like in 4GL).

Files

mouse2.p	480 Bytes	12/08/2015	Igor Skorniyakov
mouse.p	7.1 KB	02/22/2016	Igor Skorniyakov