

User Interface - Support #2961

list of differences between the Swing GUI client and the original 4GL Windows GUI environment

01/19/2016 07:45 AM - Greg Shah

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

History

#1 - 01/19/2016 07:52 AM - Greg Shah

Similar to [#2675](#) (which is web-client specific), this task is meant to be a location to collect a list of differences between Swing GUI and the Windows 4GL GUI.

Please add to this list whenever you find something that is a permanent restriction.

1. The font rendering will be close but will not be a pixel-for-pixel duplicate of the Windows font rendering. To resolve this we would have to implement our own font rendering engine that duplicated the Windows font rendering engine. This is not planned at this time and it is believed it is not needed so long as our rendering is close enough that users cannot tell the difference during use.
2. The default icon is a GCD logo instead of the OpenEdge logo. We don't want to duplicate their logo because it would confuse the user into thinking this is OpenEdge code. That would violate trademark law and copying the logo would violate copyright law.
3. There is no OpenEdge splash screen. We could make our own but there doesn't seem to be a functional reason to do so.
4. The cursors being used don't exactly match the sets used in Windows. This could be resolved, but again there is little reason to do so.

#2 - 02/29/2016 02:44 PM - Hynek Cihlar

5. Window cannot be moved outside of screen bounds in Swing GUI. See [#3008](#).