# User Interface - Bug #3015

# Frame scrolling is broken

03/04/2016 01:12 PM - Hynek Cihlar

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

#### History

#### #1 - 03/04/2016 01:14 PM - Hynek Cihlar

When frame content is scrolled, it is redrawn with artifacts. This can be reproduced in uast/demo/demo\_widgets.p.

### #2 - 03/30/2016 06:20 AM - Hynek Cihlar

I am adding two cases to be fixed where P2J frame doesn't show scroll bars correctly.

### (1)

testcases/uast/lastevent/lastevent\_mouse\_coords.p - the inner frame f2 must be scrollable (with its size set via the SIZE frame option). Taken from #1782-124.

(2)

```
DEF FRAME f WITH SIZE 30 BY 10.
DEF VAR cb AS CHAR FORMAT "x(3)" VIEW-AS COMBO-BOX LIST-ITEMS
  "item1", "item2", "item3", "item4", "item5" SIZE 10 BY 5.
ENABLE cb WITH FRAME f SIDE-LABELS.
```

```
/* the frame must be scrollable at this point */
FRAME f:VIRTUAL-WIDTH = 100.
WAIT-FOR GO OF FRAME f.
```

This is probably another instance of the same issue in (1).

## #3 - 03/30/2016 07:18 AM - Hynek Cihlar

This is note 136 of <u>#1782</u>:

Another issue: after 2226a will be released, you will be able to use mouse events to see the location of i.e. a click event, in the scrolled frame. With scrollable frames, you will see that there are two other issues:

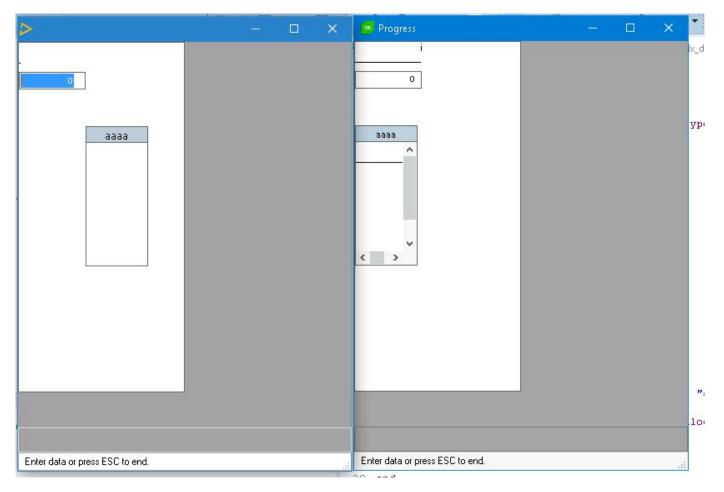
- 1. when scrolling, the scrollbar's thumb size increases when i.e. scrolled down
- 2. the scrolled amount doesn't match the frame's scrollable size: I've reached a point reported as 1000px on the Y axis...
- 3. the widgets are not drawn partially, when scrolled

All these can be seen in the lastevent/lastevent\_mouse\_coords.p test.

### #4 - 08/03/2022 11:17 AM - Vladimir Tsichevski

- Start date deleted (03/04/2016)
- File 3015.png added

The screens for lastevent\_mouse\_coords.p in FWD (left) and OE (right):



besides the missing scrollbars, the layouts differ, and no i label in the internal frame in FWD.

3015.png

Files