

User Interface - Bug #3016

In 4GL window HEIGHT can be less than the actual height

03/07/2016 05:28 AM - Hynek Cihlar

Status:	New	Start date:	03/07/2016
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 - 03/07/2016 05:30 AM - Hynek Cihlar

In 4GL window HEIGHT attribute can be assigned to smaller values than the smallest physical window size. So we end up with a mismatch between what is reported and what is actually displayed on screen.

Fixing this properly won't be a trivial source code change because in general we match the reported widget values with the actual state.