

User Interface - Feature #3019

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

Add icons support to menu items

03/08/2016 11:09 AM - Vadim Gindin

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		version:	
billable:	No		
vendor_id:	GCD		
Description			
Related issues:			
Related to User Interface - Bug #2849: implement and/or fix the default popup...			Closed

History

#1 - 03/08/2016 11:13 AM - Vadim Gindin

Window title popup contains icons for the following items: Close, Maximize, Minimize, Restore. Add new class for MenuItem with icons support and fix window title popup menu.

#2 - 03/08/2016 11:17 AM - Greg Shah

Are there icons in any of the other default menus (e.g. for editor and fill-in)?

Is it possible to implement icons in a 4GL custom popup menu?

#3 - 03/08/2016 11:29 AM - Vadim Gindin

Greg Shah wrote:

Are there icons in any of the other default menus (e.g. for editor and fill-in)?

No. Icons are only in window title popup.

Is it possible to implement icons in a 4GL custom popup menu?

If you asked about possibility to assign icons in PROGRESS custom popup menus items - I didn't find such possibility.

#4 - 03/08/2016 11:35 AM - Greg Shah

- Assignee set to *Eugenie Lyzenko*

- Start date deleted (03/08/2016)

Is it possible to implement icons in a 4GL custom popup menu?

If you asked about possibility to assign icons in PROGRESS custom popup menus items - I didn't find such possibility.

Yes, this is what I was asking. I'm glad this is the case.

#5 - 11/13/2019 11:52 AM - Greg Shah

- Assignee deleted (*Eugenie Lyzenko*)