

User Interface - Bug #3033

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

Multiple issue with simple test

03/21/2016 03:45 PM - Igor Skornyakov

Status:	New	Start date:	03/21/2016
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 - 03/21/2016 03:48 PM - Igor Skornyakov

- File test-abl.png added
- File test-p2j.png added
- File multiple-issues-test.p added

The converted version of the attached program shows a screen (test-p2j.png) which is completely different from the one in 4GL (test-abl.png) - no scroll bars, no content, incorrect button's placement.

#2 - 03/22/2016 05:02 AM - Igor Skornyakov

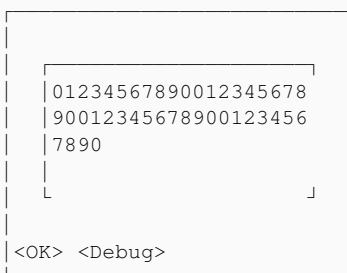
- File test-rect.p added
- File test-rect-abl.png added
- File test-rect-p2j.png added

Another issue with the slightly modified test (see attachments). This complicates the work on the stack trace dialog, May be I should try to fix is in the scope of [#1612](#)?

#3 - 03/22/2016 05:35 AM - Igor Skornyakov

- File tect-rect-chui.png added

The screen in ChUI mode is also completely incorrect:
Progress:



The P2J screen is attached.

May be I should try to fix is in the scope of [#1612](#)?

No, please don't work on this.

Files			
test-abl.png	28.4 KB	03/21/2016	Igor Skornyakov
test-p2j.png	3.5 KB	03/21/2016	Igor Skornyakov
multiple-issues-test.p	454 Bytes	03/21/2016	Igor Skornyakov
test-rect.p	613 Bytes	03/22/2016	Igor Skornyakov
test-rect-abl.png	27.6 KB	03/22/2016	Igor Skornyakov
test-rect-p2j.png	3.5 KB	03/22/2016	Igor Skornyakov
tect-rect-chui.png	1.88 KB	03/22/2016	Igor Skornyakov