User Interface - Bug #3056

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

Mouse pointer issues for menus

04/05/2016 07:47 AM - Vadim Gindin

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

History

#1 - 04/05/2016 07:48 AM - Vadim Gindin

1. If I'm getting in editor pop-up right from Editor inner area or FillIn the cursor TEXT is remained in pop-up the same (TEXT), but in Progress it is DEFAULT pointer wherever I come in.
2. LOAD-MOUSE-POINTER is supported by menus too. I.e. it probably possible to set custom mouse pointer for menus (need testing).

#2 - 04/05/2016 08:06 AM - Greg Shah

- Start date deleted (04/05/2016)

- Parent task set to #2677

#3 - 04/21/2016 01:27 AM - Sergey Ivanovskiy

I think it needs to check z-order of the popup menu. The popup menu must be on the top of the widgets in its container to catch events first.