

User Interface - Bug #3064

Dragging a Web GUI window out of document's visible area makes the window disappear

04/13/2016 04:57 PM - Hynek Cihlar

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sergey Ivanovskiy	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:	Cleanup and Stabilization for GUI	case_num:	
billable:	No		
vendor_id:	GCD		
Description			

History

#1 - 04/13/2016 04:58 PM - Hynek Cihlar

1. Run an app with a top-level window in Web GUI client.
2. Drag the window out of the document's visible area.
3. The window will disappear.

#2 - 04/13/2016 06:57 PM - Greg Shah

- Start date deleted (04/13/2016)

- Assignee set to Sergey Ivanovskiy

#3 - 04/14/2016 12:14 AM - Sergey Ivanovskiy

Is it the same bug that has been found during the regression testing of 1811t?

```
./window_parenting/waitfor_2wnd.p for the web client the second window (hwin2) disappears if we move it. (regression P2j trunc doesn't have this bug)
```

#4 - 04/14/2016 12:49 AM - Sergey Ivanovskiy

- File 3064_bug.mkv added

Testing ./demo/simple_windows.p for P2j trunc proves that if we move windows out of the browser's view to its left side, then they jump to the opposite right side of the view and the horizontal scrollbar appears. Thus these two windows are still accessible by moving the horizontal scroll bar.

#5 - 04/14/2016 03:08 AM - Sergey Ivanovskiy

After recent commits in P2J trunc this function activateTopVisibleWindow of p2j.screen.js module was broken and p2j.socket.sendWindowActive was removed:

```
/**
 * Move the first upper visible window to the top of other visible windows
 * after the selected window is minimized.
 */
```

```
* @param    {Number} id
*           The id of the window that has been minimized.
*/
function activateTopVisibleWindow(id)
{
    var topWindow = findTopVisibleWindow(id);
    var focusOut = !(topWindow);
    p2j.socket.sendWindowActive(id, false, focusOut);
    if (topWindow)
    {
        topWindow.moveToTop();
        p2j.socket.sendWindowActive(topWindow.id, true, false);
    }
}
```

#6 - 04/14/2016 03:47 AM - Sergey Ivanovskiy

- File 3064_1.txt added

Committed revision 11006 (1811u) fixed the window location coordinates to have 32 bits size.

#7 - 04/14/2016 03:51 AM - Hynek Cihlar

Sergey Ivanovskiy wrote:

After recent commits in P2J trunc this function activateTopVisibleWindow of p2j.screen.js module was broken and p2j.socket.sendWindowActive was removed:
[...]

I renamed sendWindowActive to sendWindowActivated and changed the signature of the method to take the id of the window being deactivated and id of the window being activated. Can you please modify activateTopVisibleWindow accordingly?

#8 - 04/14/2016 09:01 AM - Sergey Ivanovskiy

Ok, planning to fix it, but function doWindowActivationChange(deactivatingWindowId, activatingWindowId) doesn't work too.

#9 - 04/14/2016 09:22 AM - Hynek Cihlar

Sergey Ivanovskiy wrote:

Ok, planning to fix it, but function doWindowActivationChange(deactivatingWindowId, activatingWindowId) doesn't work too.

What is wrong there in particular?

#10 - 04/14/2016 09:37 AM - Sergey Ivanovskiy

I divide this function into parts with comments. Please look at

```
function doWindowActivationChange(deactivatingWindowId, activatingWindowId)
{
    // do we have a valid window being deactivated?
    if (deactivatingWindowId !== -1)
    {
        var win = getWindow(deactivatingWindowId);

        if (!win.isVisible())
        {
            p2j.socket.sendWindowIconState(windowId, false);
        }
    }
}
```

The variable win can be invalid window if deactivatingWindowId is -1.

```
// do we have a valid window being activated?
if (activatingWindowId !== -1)
{
    // de-iconify the window
    win.deiconify();
}

// send the window activation to the java side
if (activatingWindowId !== -1 || deactivatingWindowId !== -1)
{
    p2j.socket.sendWindowActivated(deactivatingWindowId, activatingWindowId);
}
}
```

Hynek, please correct me that now it is enough to send this message sendWindowActivated one time for deactivating the old window and activating new one.

#11 - 04/14/2016 09:44 AM - Hynek Cihlar

Sergey Ivanovskiy wrote:

```
I divide this function into parts with comments. Please look at  
[...]  
The variable win can be invalid window if deactivatingWindowId is -1.  
[...]
```

You are right the body of the second if statement is missing the following:

```
var win = getWindow(activatingWindowId);
```

I am glad you caught this.

Hynek, please correct me that now it is enough to send this message `sendWindowActivated` one time for deactivating the old window and activating new one.

Yes, this is exactly how it is supposed to work now. One message instead of two.

#12 - 04/14/2016 11:26 AM - Sergey Ivanovskiy

Committed revision 11007 fixed `doWindowActivationChange` and `activateTopVisibleWindow`.

#13 - 04/14/2016 11:32 AM - Greg Shah

Code Review Task Branch 1811u Revision 11007

The changes look fine to me. however the `p2j.screen.js` does need a history entry.

Hynek: are you OK with the change in `activateTopVisibleWindow()`?

#14 - 04/14/2016 11:42 AM - Sergey Ivanovskiy

Now, I am doing the bug related to resizing in the web client. The window can be squeezed but can't be resized to widen its width and height. Should I create a new task or fix it within this task?

#15 - 04/14/2016 11:44 AM - Greg Shah

- Target version set to Milestone 16

- Status changed from New to Closed

- % Done changed from 0 to 100

Please create a new task. I'm closing this one.

#16 - 04/14/2016 11:55 AM - Hynek Cihlar

Greg Shah wrote:

Code Review Task Branch 1811u Revision 11007

The changes look fine to me. however the p2j.screen.js does need a history entry.

Hynek: are you OK with the change in activateTopVisibleWindow()?

The changes are OK.

#17 - 11/16/2016 12:22 PM - Greg Shah

- Target version changed from Milestone 16 to Cleanup and Stabilization for GUI

Files

3064_bug.mkv	365 KB	04/14/2016	Sergey Ivanovskiy
3064_1.txt	4.5 KB	04/14/2016	Sergey Ivanovskiy