

User Interface - Bug #3090

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

Flashing rectangle appears on the background for the first start of the popup menu.

04/27/2016 02:09 AM - Sergey Ivanovskiy

Status:	New	Start date:	04/27/2016
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 - 04/27/2016 02:16 AM - Sergey Ivanovskiy

- File *button_popup_menu.p* added

- File *popup_menu_flash_rect.mkv* added

The steps to reproduce:

- 1) Run *button_popup_menu.p*
- 2) Do a right mouse button click on the target button widget and open the popup menu.
- 3) Move the mouse pointer over its submenu
- 4) It is possible to watch the flashing rectangle under the opened menu and submenu. For the Swing client there are only flashing effects, but for the Web client due to the drawing cache system this has a persistent effect.

Please watch this movie. The first part is about the second start of the opened menu and the final part displays the first start.

#2 - 04/27/2016 04:12 AM - Sergey Ivanovskiy

- File *button_popup_menu.png* added

The Swing client has a persistent background rectangle too. To reproduce this effect we should move the mouse pointer closely out of the submenu border.

Files

<i>button_popup_menu.p</i>	289 Bytes	04/27/2016	Sergey Ivanovskiy
<i>popup_menu_flash_rect.mkv</i>	470 KB	04/27/2016	Sergey Ivanovskiy
<i>button_popup_menu.png</i>	11.1 KB	04/27/2016	Sergey Ivanovskiy