User Interface - Bug #3125

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

Mnemonics support in menus needs to be improved

06/08/2016 10:00 AM - Hynek Cihlar

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

Description

Related issues:	
Related to User Interface - Bug #2789: implement generic ALT+mnemonic acceler...	**New**

History

#1 - 06/08/2016 10:05 AM - Hynek Cihlar

There are various issues with mnemonics support in menus in current trunk.

1. In GUI, the correct key combination to activate a menu item is Alt+char and not Ctrl+char.
2. In GUI (and possibly in ChUI?), the respective menu item should be activated when its mnemonic is invoked even when the menu is not focused.
3. When a submenu is focused (but not activated - its body is not showing) invoking a mnemonic of other item activates the focused submenu instead of the item the mnemonic belongs to.
4. The above seem to also apply to ChUI to some extent.