User Interface - Bug #3137

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

DELETE WIDGET does not hide the frame

06/27/2016 05:08 PM - 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	**version:**	

Description

History

#1 - 06/27/2016 05:10 PM - Hynek Cihlar

When a visible dynamic frame is destroyed with DELETE WIDGET it should be made hidden, in current trunk it stays visible.

#2 - 06/29/2016 08:13 AM - Greg Shah

- Parent task set to #2677