

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:		case_num:	
billable:	No		
vendor_id:	GCD		
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