User Interface - Bug #3179

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

Fix WINDOW:FIRST-CHILD to iterate over frames and FRAME parenting (when the frame has not yet been realized in P2J)

09/16/2016 04:24 PM - Constantin Asofiei

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 - 09/16/2016 04:25 PM - Constantin Asofiei

See notes 7 and 8 from #3093 - in P2J, frames get attached to either current or default-window, even if they are not yet realized (at frame.openScope() call) - this needs to be fixed, to allow WINDOW:FIRST-CHILD to iterate over actual frames.

#2 - 10/06/2016 08:07 AM - Constantin Asofiei

#3110 notes 412-415 have some work related to WINDOW:FIRST-CHILD in case of frames.