

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:		case_num:	
billable:	No		
vendor_id:	GCD		
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.