

User Interface - Bug #3191

Inconsistent Z-order for decorations

10/02/2016 04:28 PM - Stanislav Lomany

Status:	New	Start date:	10/02/2016
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		case_num:	
billable:	No	version:	
vendor_id:	GCD		
Description			

History

#1 - 10/02/2016 04:35 PM - Stanislav Lomany

- File *wrong-z-order.png* added

AbstractContainer.normalizeZOrder is executed when the frame become realized. And z-ordering normalization affects only widgets which were added to the frame at this point.

So we need to normalize the order when a widget is added to a realized frame, or something like that.

Example:

```
DEF VAR fr1 AS HANDLE.
DEF VAR fr2 AS HANDLE.
DEF VAR btn AS HANDLE.
def var recth as handle.
DEF VAR btn2 AS HANDLE.
def var recth2 as handle.

hide all.
clear all.

CREATE FRAME fr1.
ASSIGN fr1:WIDTH = 50
      fr1:HEIGHT = 8
      fr1:TITLE = "Frame 1".

create button btn assign
  frame = fr1
  label = "Dynamic button"
  sensitive = true
  x = 10
  y = 10
  VISIBLE = TRUE.

create rectangle recth assign
  frame = fr1
  X = 20
  Y = 20
  WIDTH = 30
  HEIGHT = 3
  VISIBLE = TRUE
  SENSITIVE = TRUE.

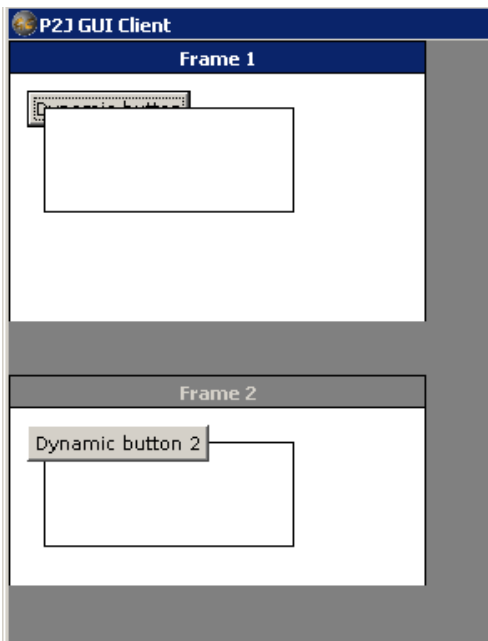
CREATE FRAME fr2.
ASSIGN fr2:WIDTH = 50
      fr2:HEIGHT = 6
      fr2:Y = 200
      fr2:TITLE = "Frame 2".

create rectangle recth assign
```

```
frame = fr2
X = 20
Y = 20
WIDTH = 30
HEIGHT = 3
SENSITIVE = TRUE
VISIBLE = TRUE.
```

```
create button btn2 assign
frame = fr2
label = "Dynamic button 2"
sensitive = true
x = 10
y = 10
visible = true.
```

WAIT-FOR CLOSE OF CURRENT-WINDOW.



Files

wrong-z-order.png

2.75 KB

10/02/2016

Stanislav Lomany