User Interface - Bug #3245

move-before-tab-item and move-after-tab-item must not affect the z-order

02/07/2017 02:51 PM - Constantin Asofiei

Status:	New		Start date:	02/07/2017
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 - 02/07/2017 03:04 PM - Constantin Asofiei

These two 4GL functions are implemented in ThinClient.moveAfterTabItem and ThinClient.moveBeforeTabItem. When using them, they rely on frame.getContentPane() to adjust the order of the frame.getContentPane().widgets() - this is the actual Z-Order list of the widgets...

Now, the problem is a little confusing:

1. move-before-tab-item seem to be effective (not a no-op) only if they are executed in the context of an active event loop.
2. in FWD, when executing them before the frame/widget is realized, it will affect the layout (when it should not).

I think the issue here is that these two must be a no-op if there is no active event loop. The z-order issue can be checked by having overlapped widgets (adjust their coordinates so that they overlap): after their tab position is changed, check if anything z-order related changes.

#2 - 02/07/2017 03:15 PM - Constantin Asofiei

Something else to check: in nested event loops, is the adjusted z-order preserved (from outer to inner and viceversa)?