

## User Interface - Feature #3283

### add 4GL extension to obtain the mouse pointer location

04/27/2017 02:27 PM - Greg Shah

<b>Status:</b>	New	<b>Start date:</b>	04/27/2017
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>billable:</b>	No	<b>vendor_id:</b>	GCD
<b>Description</b>			

#### History

##### #1 - 04/27/2017 02:28 PM - Greg Shah

Per #3257-59, this task is to create a 4GL syntax extension (unique to FWD) to return the current mouse position relative to the "client window" (the main drawing area of a frame window).

##### #2 - 08/14/2017 01:04 PM - Greg Shah

What branch is this code in?

What is the status?

##### #3 - 08/19/2017 02:28 PM - Hynek Cihlar

The issue fully resolved in task branch 3284a revision 11172. Added 4GL-extension method GET-MOUSE-POSITION. Please review.

Do we have any place (a wiki page) where we document the 4GL language extensions?

##### #4 - 09/01/2017 01:37 PM - Greg Shah

Do we have any place (a wiki page) where we document the 4GL language extensions?

There are entries in this location:

[https://proj.goldencode.com/projects/p2j/wiki/4GL\\_Enhancements#4GL-Extensions-Only-Available-in-FWD](https://proj.goldencode.com/projects/p2j/wiki/4GL_Enhancements#4GL-Extensions-Only-Available-in-FWD)

Each one is a new wiki page.

##### #5 - 10/02/2017 08:29 AM - Hynek Cihlar

Code changes for the GET-MOUSE-POSITION were delivered in task branch 3284b and merged to trunk as revision 11172.

**#6 - 10/06/2017 04:20 AM - Hynek Cihlar**

I documented the feature in [Mouse Position Location](#).

Also I realized that GET-MOUSE-POSITION should return mouse coords relative to the window client area. This wasn't the case and so I checked in the change in 3285b. The change is trivial and doesn't require regression testing. Also I dared to change the behavior in ChUI not to throw an exception (and cause an abend of the client) but log a warning instead and return [0, 0]. Please review.

**#7 - 10/06/2017 07:47 AM - Greg Shah**

Please add the 4GL example code that would be replaced by this. Also, use some text like the final text in the screen refresh doc (I made some edits to it).

**#8 - 02/16/2021 05:43 AM - Hynek Cihlar**

GET-MOUSE-POSITION returns coordinates relative to the screen when called on FIELD-GROUP widget. It must return coordinates relative to the field group location.

**#9 - 02/16/2021 08:45 AM - Greg Shah**

How much effort is there to fix this?