User Interface - Feature #3621

check if the MODIFIED attribute is reset by assignment of the SCREEN-VALUE when !inUIStmt

06/12/2018 05:26 PM - Greg Shah

Status:	WIP		**Start date:**	
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	90%
Category:			**Estimated time:**	0.00 hour
Target version:				
billable:	No		**version:**	
vendor_id:	GCD			
Description				

History

#1 - 06/12/2018 05:27 PM - Greg Shah

See #3594-98 for details.

If this is an issue for all widgets (not just editor as was fixed in that task), then fix the issue.

#2 - 06/13/2018 10:02 AM - Ovidiu Maxiniuc

- % Done changed from 0 to 90

- Status changed from New to WIP

It seems that the other widgets always set the modified flag.
Example:

```
    cEditor = "xyz".
    display cEditor with frame a.
    message cEditor:modified.
```

will print yes in message area for all kind of widgets (FILL-IN, TEXT, etc) except EDITOR. I tested even those that don't have a SCREEN-VALUE, like COMBO-BOX, RADIO-SET, etc.

I added back the valid widget check in EDITOR as in previous code although I don't have any information if this has any effect (ie. the attribute will ever be called on an invalid widget).

Committed to 3600a as revision 11265.