

User Interface - Bug #4953

Frame is not displayed when backing buffer is not available

10/09/2020 03:50 PM - Stanislav Lomany

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|------------------------|--------|------------------------|------------|
| Status: | New | Start date: | 10/09/2020 |
| 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 - 10/09/2020 03:54 PM - Stanislav Lomany

Testcase:

```
def temp-table ttl field f1 as integer field f2 as integer.  
  
create ttl.  
release ttl.  
  
def var dummy as integer.  
display ttl.f1  
      ttl.f2 + 10 @ dummy  
with frame fr no-error.  
  
wait-for close of current-window.
```

4GL: frame is displayed with "?" instead of values.
FWD: frame is not displayed. Couple of thoughts:

1. Comment in Element.get() states that "Accessing not-available fields is normally reported by P4GL as error 91." which is caught, but in my testcase it had no error code and therefore the frame is just not displayed.
2. Complex expressions are emitted using Element, not HeaderElement: new Element(plus(ttl.getF2(), 10) ...) so there's no place to catch the error and the frame is not displayed again.