User Interface - Bug #5153

improvements to down body processing

02/19/2021 07:21 AM - Greg Shah

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

Description

History

#1 - 02/19/2021 07:24 AM - Greg Shah

1. Should we just add this processDownBody() to handleScreenBuffers()? If the downConfigs are non-null then we process it. For LT.clearAll(), LT.view() and LT.choose() this also has the advantage of not being hard coded to the sb[0] which is a poor design in my opinion.

2. Should we be sending/processing the down body state for more statements than we do today (CLEAR ALL, VIEW, DOWN, pushScreenDefinition() and CHOOSE)? For example, UP seems to be an obvious one that might change the down body state. I also wonder about WAIT-FOR but I'm not sure that a user generated event and change the current iteration.