User Interface - Bug #5449

Focusing issues after APPLY entry TO window

06/14/2021 04:15 PM - Stanislav Lomany

Status:	New	**Start date:**	06/14/2021
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

#2 - 06/14/2021 04:56 PM - Stanislav Lomany

- File window-entry.p added

Related discussion is in #5142-14, #5142-24 thru #5142-32.

Testcase attached. To reproduce, press "ENTRY to window" button. Then press F. You'll see that in 4GL the focus is btn1 in Window 1, while Window 2 is visually "focused". In FWD the focus is set to ch2.

The issue is that APPLY entry TO window in 4GL makes that window "visually focused" (highlighted), but if there was no previously focused widget in this window, FOCUS is not changed. That probably will require a separate implementation for FOCUS handle, independent on how WindowManager.getFocusWindow() and the other related focus methods work.

Files

window-entry.p	1.85 KB	06/14/2021	Stanislav Lomany