User Interface - Bug #6211

Display changes z-order

03/28/2022 08:23 AM - Marian Edu

| 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 | version: | |
| Description | | | |
| | | | |

History

#1 - 03/28/2022 08:36 AM - Marian Edu

When a display statement is used with a widgets list the FWD implementation changes the widgets z-order in frame by using moveToTop method in ThinClient's viewWorker method.

This can be reproduced using ui/frame/test_display_overlay.p test in testcases project:

- 1. press 'a' to display the two overlapping fields
- 2. press 'h' to display a hidden field that will overlap the first field previously shown
- 2. press 'i' twice to toggle frame's visibility

In FWD the frame remains as before hiding and making the form visible again - aka the fields are shown in the z-order frame, which is correct, but the z-order frame should not have been changed by the display in step 2. In 4GL the frame view shows the two overlapping fields and the previously 'hidden' fields is not visible because z-order isn't changed.

Calling moveToTop on the hidden fields changes the z-order both in 4GL and FWD so there is nothing wrong with the method per-se.

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