## User Interface - Bug #6360

## Frame size adjustment

05/13/2022 05:46 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

#### #2 - 05/13/2022 06:06 AM - Marian Edu

- File fwd\_gui.PNG added
- File fwd\_chui.PNG added
- File fwd\_box\_gui.PNG added
- File fwd\_box\_chui.PNG added
- File 4gl\_box\_gui.PNG added
- File 4gl\_box\_chui.PNG added
- File 4gl\_gui.PNG added
- File 4gl\_chui.PNG added

In 4GL when a nested frame is placed in a parent frame it's size might be adjusted based on the available size inside the parent, the nested frame will either get scrollbars or will be simply cropped so not all it's content is visible. Actually the cropping part is (imho) a 4GL bug due to the fact the algorithm takes into account the parent's position (row/column) when deciding if the child can fit into the available space - we did addressed that by incorporating the "bug" for #5897.

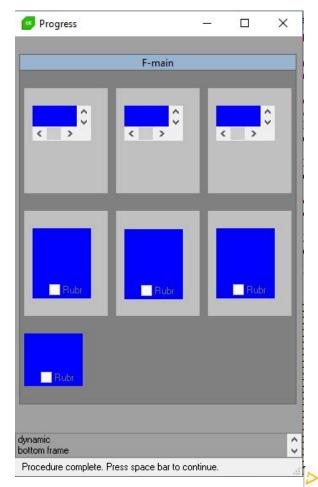
When running the test we've used for the issue in #5897 although the frame size seems to match the behavior in 4GL the visual appearance is somehow different in some cases - scrollbar being present while height/virtual-height have the same value, widgets in nested frame are visible while in 4GL fall-out of the frame region because of the cropping and event the nested frame position looks wrong sometimes.

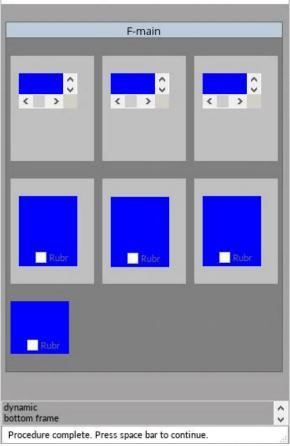
When adjusting the frame size 4GL throws errors(warning) when widgets do not fit into the new region, although I've added the check for height in FWD no error is being thrown due to the fact that minimum height seems always to be one (1) - the frame doesn't look into it's widgets list to see how much space it will actually need.

The testcases we've used are in ui/frame folder:

- 1. nested frames, no box test nested frames height.p
- GUI

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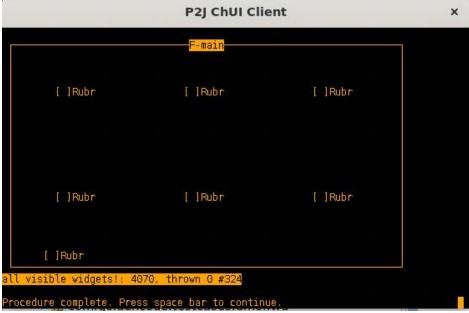


X

• CHUI

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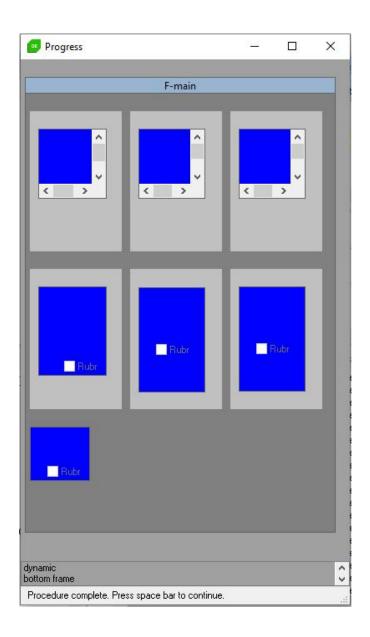




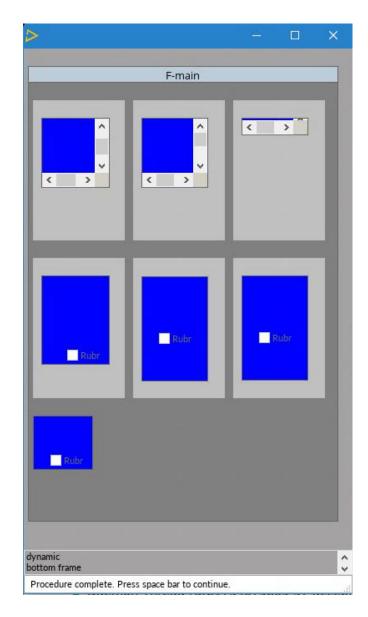
1. nested frames, box - test\_nested\_frames\_height\_with\_box.p

• GUI

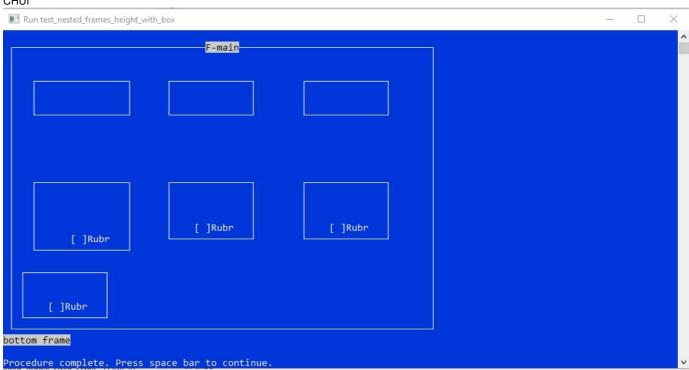
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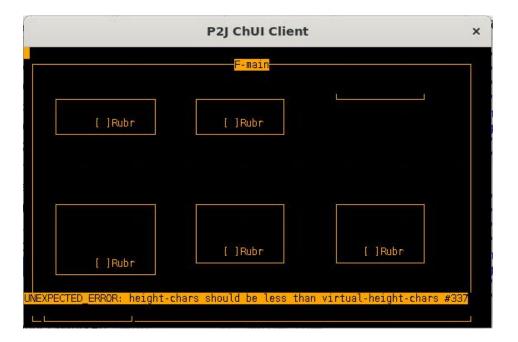
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• CHUI



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# Files

4gl_box_chui.PNG	11.9 KB	05/13/2022	Marian Edu
4gl_box_gui.PNG	14.9 KB	05/13/2022	Marian Edu
4gl_chui.PNG	10.9 KB	05/13/2022	Marian Edu
4gl_gui.PNG	10.1 KB	05/13/2022	Marian Edu
fwd_box_chui.PNG	70 KB	05/13/2022	Marian Edu
fwd_box_gui.PNG	80.2 KB	05/13/2022	Marian Edu
fwd_chui.PNG	57.1 KB	05/13/2022	Marian Edu
fwd_gui.PNG	69.4 KB	05/13/2022	Marian Edu

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