

## User Interface - Bug #6443

### Widget ROW/COLUMN validation

05/27/2022 01:38 AM - Marian Edu

<b>Status:</b>	Review	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>case_num:</b>	
<b>billable:</b>	No	<b>version:</b>	
<b>vendor_id:</b>	GCD		
<b>Description</b>			

#### History

##### #1 - 05/27/2022 01:50 AM - Marian Edu

- % Done changed from 0 to 100
- Status changed from New to WIP
- File position\_validate.patch added

Just in case this gets overlooked, after changes in #5897 there was a regression reported for screens in #6314. Reverting some changes to set fixedWidth/fixedHeight to true when those properties are set whether or not inside frame setup while solving the 'regression' would have been disabling the frame size adjustment logic all together in those cases.

The issue was actually coming from the missing validation of ROW/COLUMN properties done by 4GL - when the widget parent is already realized it will check if the new position is valid or the widget doesn't fit in its parent space, if it doesn't a warning is raised and the value for the property is not updated.

Attached the patch for this.

##### #2 - 05/27/2022 01:51 AM - Marian Edu

- Status changed from WIP to Review

Ready for review...

#### Files

position_validate.patch	6.6 KB	05/27/2022	Marian Edu
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