User Interface - Bug #6480

Frame size validation (height/width)

06/01/2022 07:39 AM - Marian Edu

Status:	New	**Start date:**	
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	20%
Category:		**Estimated time:**	0.00 hour
Target version:			
billable:	No	**case_num:**	
vendor_id:	GCD	**version:**	

Description

History

#2 - 06/01/2022 07:46 AM - Marian Edu

Validation for frame HEIGHT/WIDTH and their virtual correspondents needs to be implemented. The behaviour is different between gui/chui and wether or not the frame has SCROLLABLE set to true (default) or false. There seems to be also a number of 4GL quirks that makes it even more complicated so the tests needs to be quite comprehensive especially to avoid false positive validation that can cause errors (warnings) to be shown in customers applications.