

## Runtime Infrastructure - Bug #6529

### Incompatible uppercasing.

06/17/2022 10:33 AM - Igor Skornyakov

<b>Status:</b>	New	<b>Start date:</b>	06/17/2022
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>case_num:</b>	
<b>billable:</b>	No		
<b>vendor_id:</b>	GCD		
<b>Description</b>			

### History

#### #1 - 06/17/2022 10:35 AM - Igor Skornyakov

I've noticed the following incompatibility.  
Consider the following code:

```
def var v as char format "!#!" init 'xx'.  
def frame fr v.  
message v.
```

In 4GL the output is XX but in FWD it is xx.