

User Interface - Bug #6562

Fix displaying of fonts applied to widgets through LOAD+USE or by changing the parent window

06/27/2022 03:19 PM - Stanislav Lomany

Status:	New	Start date:	06/27/2022
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		case_num:	
billable:	No	version:	
vendor_id:	GCD		
Description			

History

#2 - 06/27/2022 06:40 PM - Stanislav Lomany

- File font-all-widgets.p added
- File test.ini added
- File three windows.png added
- File two windows.png added
- File fonts-changes.diff added
- File font-three.p added
- File test2.ini added

There are three ways how fonts may be applied/changed:

1. An .ini file can be loaded at startup by specifying the ininame parameter. Loaded configuration effectively replaces the default font table and the default font which defines the size of widgets. This part was implemented for FWD in #4508.
2. An .ini file can be loaded with LOAD and following USE. The new fonts are in effect for windows created after USE call. In this case default font is not changed and therefore the size of elements *in most cases* stays untouched. Each type of widgets react to fonts differently. By "react" I mean that widget may change its size or not and the new font may be applied or not. Also, widget may be initialized before the parent window is set, e.g. in frame.openScope so we should explicitly update the widget state.
3. When a frame changes its parent window, a new font table is applied to the frame. In this case effect is even more limited than in the previous case.

I've attached testcases to demonstrate the issue. Also the screens are attached. To get the same output as on the screens, create deploy/client/test.ini configuration file with font6 of size=12 and deploy/client/test2.ini with font6 of size=20, bold. Sample ini files are attached.

As a part of solution, I suggest to add void notifyWindowChanged(boolean initialPlacement) function to Widget interface. initialPlacement parameter is true if window is set for a frame for the first time rather than the frame changes the parent window. A diff which implements call of this function is attached.

#3 - 06/27/2022 08:49 PM - Greg Shah

Is this describing the way it is supposed to work in the 4GL?

#4 - 06/28/2022 03:57 AM - Stanislav Lomany

Is this describing the way it is supposed to work in the 4GL?

Yes.

#5 - 06/28/2022 05:20 AM - Stanislav Lomany

The difficulties here:

1. The changes should be performed for each widget type individually.
2. Existing ways of widget initializations should be changed so font could be changed later.
3. Widget size may be defined by one font while the other font is used for drawing.
4. Text clipping and positioning issues.

Files

two windows.png	15.9 KB	06/27/2022	Stanislav Lomany
three windows.png	19.1 KB	06/27/2022	Stanislav Lomany
test.ini	3.53 KB	06/27/2022	Stanislav Lomany
test2.ini	3.54 KB	06/27/2022	Stanislav Lomany
font-three.p	1.1 KB	06/27/2022	Stanislav Lomany
font-all-widgets.p	3.16 KB	06/27/2022	Stanislav Lomany
fonts-changes.diff	1.12 KB	06/27/2022	Stanislav Lomany