

User Interface - Feature #6594

TabSet Deviations

07/13/2022 09:24 AM - Marian Edu

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

History

#1 - 07/13/2022 09:30 AM - Marian Edu

There are some deviations or missing features in the TabSet OCX replacement in FWD, we can use this task to track them down and implement as needed.

So far it's not clear what the behaviour should be for:

- very (insanely) long tab item text, right now if it doesn't fit available space no text is display for first item or the item is simply not added for subsequent items
- the number of tab items doesn't fit in single line mode, right now only the items that fit are visible and all the rest are not present

Apart that there seems to be places where the tab item id is being used as index of the item in tab items array which I think is not correct, there is no direct relation between the tab item id and it's index in items array - aka, the id can be set to a random value. To verify if in 4GL multiple tab items can have the same id or not.