User Interface - Bug #6636

Unwanted selection due to direct manipulation

07/25/2022 11:23 AM - Stanislav Lomany

Status:	WIP		**Start date:**	07/25/2022
Priority:	Normal		**Due date:**	
Assignee:	Stanislav Lomany		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
billable:	No		**case_num:**	
vendor_id:	GCD		**version:**	

Description

History

#2 - 07/25/2022 11:24 AM - Stanislav Lomany

Read #5644-23 and #5644-25 for a start.

#3 - 07/25/2022 11:44 AM - Stanislav Lomany

Eugenie, the changed condition

```
-        if (bc.selectable && bc.selected && !bc.manualHightlight)
+        if (bc.selected && !bc.manualHightlight)
```

resided in drawing code, which on practice means that a widget could be selected using UI, but it was not **drawn** as selected.

Now I see a problem that a non-selected widget cannot be dragged. In MouseDirectManipulation.getMovableWidgetsBounds() and getWidgetsToMove() there're 4 places where a widget is considered movable if widget.selected && widget.movable. However I don't observe it in 4GL: if a widget is moved, it is selected *at the end* of drag. And a widget is not selected it it is a non-selectable widget. While FWD relied on widget being secretly selected on mouse down.

Sure if I remove widget.selected part from the widget.selected && widget.movable condition there're more problems down the rabbit hole. So I want to ask if I'm missing something?