

## User Interface - Bug #8095

### LEAVE trigger fires in no focus change situation

12/03/2023 08:07 AM - Vladimir Tsichevski

<b>Status:</b> New	<b>Start date:</b>
<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>	
<b>Related issues:</b>	
Related to User Interface - Bug #8376: Focus transfer problem with frames hav...	<b>New</b>
Related to User Interface - Bug #8673: Deduce the logic behind OE focus manag...	<b>WIP</b>

### History

#### #1 - 12/03/2023 09:39 AM - Vladimir Tsichevski

In the following code, a FILL-IN is created in its own frame, and three ON LEAVE triggers are attached to the FILL-IN, its frame, and the top-level frame.

When the user presses TAB, no focus change occurs (which is expected, since the FILL-IN is the only focusable widget), but all the triggers fire anyway, which is unexpected.

```
DEFINE FRAME f
  WITH SIDE-LABELS SIZE 40 BY 4.

PROCEDURE LeaveEvent:
  MESSAGE "LeaveEvent".
END PROCEDURE.

DEFINE VARIABLE hPopupFrame as handle    no-undo.
CREATE FRAME hPopupFrame
  ASSIGN
    FRAME          = FRAME f:HANDLE
    WIDTH-PIXELS   = 100
    HEIGHT-PIXELS  = 40
    SENSITIVE      = YES
    VISIBLE        = YES
    SCROLLABLE     = NO
    TRIGGERS: ON LEAVE PERSISTENT RUN LeaveEvent IN THIS-PROCEDURE. END TRIGGERS
  .

hPopupFrame:VISIBLE = YES.

ON LEAVE OF FRAME f RUN LeaveEvent.

DEFINE VARIABLE hPopupFillin AS HANDLE NO-UNDO.
CREATE FILL-IN hPopupFillin
  ASSIGN
    FRAME          = hPopupFrame
    VISIBLE        = YES
    SENSITIVE      = YES
    TRIGGERS: ON LEAVE PERSISTENT RUN LeaveEvent IN THIS-PROCEDURE. END TRIGGERS
  .

ENABLE ALL WITH FRAME f.
WAIT-FOR GO OF FRAME f.
```

Notes:

1. Creating a frame for the FILL-IN is **significant** in this example.
2. Creating all three triggers is **not significant**.

**#3 - 03/20/2024 12:43 PM - Vladimir Tsichevski**

- Related to Bug #8376: Focus transfer problem with frames having no focusable contents added

**#5 - 04/30/2024 03:39 PM - Vladimir Tsichevski**

- Related to Bug #8673: Deduce the logic behind OE focus management and implement in FWD added