

User Interface - Bug #8239

SELECTION-LIST set SCREEN-VALUE regression from trunk rev. 14821

02/01/2024 09:40 AM - Radu Apetrii

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

History

#1 - 02/01/2024 09:50 AM - Radu Apetrii

- Assignee set to Radu Apetrii
- Status changed from New to WIP

Starting from trunk rev. 14821, there has been a regression with setting SCREEN-VALUE to a SELECTION-LIST. From my investigations, this could have potentially happened to EDITOR and TOGGLE-BOX too.

A small example that raises the error **** Attribute SCREEN-VALUE for the SELECTION-LIST <name> has an invalid value of . (4058)** is:

```
define variable sl as character
  view-as selection-list
  list-item-pairs "A", "A", "B", "B"
  size 20 by 20.

define frame f-main sl.
enable all with frame f-main.
do with frame f-main:
  sl:SCREEN-VALUE = "".
  message sl:SCREEN-VALUE.
end.
```

When working with a SELECTION-LIST, if one tries to set the "" value to the widget, the program actually treats that value as ?. Thus, the correct output of this example is ? and no errors should be raised.

#2 - 02/01/2024 10:08 AM - Radu Apetrii

- File 8239.patch added

When doing the changes from trunk 14821 and 14830, I managed to disrupt the workflow of the program when handling a few `setScreenValue` functions. Because I added another `GenericWidget.setScreenValue` function, this time with 4 parameters, the call of `widget.setScreenValue` from `GenericFrame.setScreenValue` changed from 3 arguments given to 4. This is important when considering the following flow:

- Before any of my changes:
 - `widget.setScreenValue(3 arguments)` inside `GenericFrame` -> `SelectionList.setScreenValue(3 parameters)` -> `ControlSetEntity.setScreenValue(3 parameters)` if super is called (in this case it is not, but it could appear in other widgets).
- With the changes, `widget.setScreenValue(3 arguments)` became `widget.setScreenValue(4 arguments)`, and `ControlSetEntity.setScreenValue(3 parameters)` became `ControlSetEntity.setScreenValue(4 parameters)`.
- After the changes:
 - `widget.setScreenValue(4 arguments)` inside `GenericFrame` -> `ControlSetEntity.setScreenValue(4 parameters)`
 - Note that `SelectionList.setScreenValue(3 parameters)` is skipped because I forgot to update the function so that it uses 4 parameters. This resulted in some validations being left behind and not being called at all.

This might have happened for `EditorWidget` and `ToggleBoxWidget` too as I noticed that I did not do any updates there. I'll post a patch here and wait for some feedback. Also, both the example from [#8239-1](#) and the test from a large customer application work well with the patch.

#3 - 02/01/2024 12:18 PM - Hynek Cihlar

The changes in 8239.patch look good. Please regression-test them.

#4 - 02/01/2024 12:19 PM - Hynek Cihlar

Hynek Cihlar wrote:

The changes in 8239.patch look good. Please regression-test them.

I meant both GUI and ChUI.

#5 - 02/05/2024 07:08 AM - Radu Apetrii

ChUI tests fail. I'm investigating the error right now.

Files

8239.patch	5.77 KB	02/01/2024	Radu Apetrii
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