

Wt - Bug #10923

WidgetSet mode doesn't bootstrap properly

09/08/2022 03:23 PM - Roel Standaert

Status: New	Start date: 09/08/2022
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version: future	
Description	
<p>WidgetSet skips the loading of Boot.js. It doesn't need to, since it can immediately start loading Wt's JavaScript.</p> <p>However, this means that some things are skipped over, resulting in WEnvironment not being correctly populated.</p> <p>With WidgetSet mode, the following functions won't return an accurate result:</p> <ul style="list-style-type: none">WEnvironment::webGL(): always falseWEnvironment::screenWidth(): always -1WEnvironment::screenHeight(): always -1WEnvironment::timeZoneOffset(): always zeroWEnvironment::timeZoneName(): always emptyWEnvironment::supportsCookies(): no test cookie is set, so if there are no existing cookies already being sent by the browser this will be false <p>Another oddity when loading WidgetSet is that the initial script request does not actually load the contents of the widget. Instead, only Wt.js is loaded and the load signal is dispatched. Related to this is issue #9076: invisible changes were not being loaded as part of the load signal's response.</p>	
Related issues:	
Related to Bug #9076: Opening popup (calendar) of Wt::WDateEdit fails in Widg...	Resolved 09/17/2021

History

#1 - 09/08/2022 03:23 PM - Roel Standaert

- Related to Bug #9076: Opening popup (calendar) of Wt::WDateEdit fails in Widgetset mode on first render. added