Subject: refreshing

Posted by interop on Tue, 12 Jun 2007 15:51:22 GMT

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My multi2 screens with new (add2) and delete (del1) do not refresh after adding or deleting an entry. In order to see the changes I must click 'reset'.

do you know what could cause this?

version 1.24, php5, mysql5

Subject: Re: refreshing

Posted by AJM on Tue, 12 Jun 2007 23:52:03 GMT

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That is very strange. I have just tried a multi2 form (Maintain Menu Contents) using version 1.24 as well as the upcoming 1.25, and I cannot reproduce this problem at all. Are you sure that you have replaced all the older scripts in the INCLUDES folder?

Subject: Re: refreshing

Posted by interop on Wed, 13 Jun 2007 12:43:38 GMT

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diff -r shows all my files in the includes directory are up to date with 1.24. I did more testing and noticed that (Maintain Menu Contents) uses a popup to select new entries. My multi2's that use popups work also. This only happens when I'm not using a popup to select new entries.

Subject: Re: refreshing

Posted by AJM on Wed, 13 Jun 2007 12:53:39 GMT

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What are you using to add new entries?

Subject: Re: refreshing

Posted by interop on Wed, 13 Jun 2007 13:21:15 GMT

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add2 is used to create new entries. This is the default value for the "Child forms" when creating a multi2 script with "generate php scripts (b)"

Subject: Re: refreshing

## Posted by AJM on Wed, 13 Jun 2007 14:20:03 GMT

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I cannot reproduce this fault. Whenever I leave a Multi2 form by pressing a navigation button that form will \*always\* refresh its data from the database when it regains control irrespective of what happens in the child form.

The only time that the form will not refresh itself is if a popup button is pressed in the data area. Note that although both navigation buttons and popup buttons activate another form, their purpose is different, and returning from a popup does not cause a refresh.

Subject: Re: refreshing

Posted by interop on Wed, 13 Jun 2007 14:46:08 GMT

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Ok, I'm stepping through with a debugger and can't see where the refresh will happen. Can you point me in the right direction?

Subject: Re: refreshing

Posted by interop on Wed, 13 Jun 2007 15:03:10 GMT

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After I return from the add2 screen I am stepping through the std.multi2.inc file I never get to the getData() function.

Here is some info while stepping through std.multi2.inc:

\$\_POST is empty \$\_GET only contains session\_name \$return\_from is set properly \$return\_action is 'OK' \$popup\_object is null \$selection is null

does any of this help?

Subject: Re: refreshing

Posted by AJM on Wed, 13 Jun 2007 15:18:58 GMT

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Now I see the problem. At line 262 in 'std.multi2.inc' you should see the following code:

```
// only read INNER if OUTER is not empty
if (count($outer_data) > 0) {
   if (!empty($return_from) AND !empty($return_action)) {
```

```
....
} else {
....
```

This should be changed to the following:

```
// only read INNER if OUTER is not empty
if (count($outer_data) > 0) {
   if (!empty($return_from) AND !empty($popup_object)) {
     ....
} else {
     ....
```

This fix has already been incorporated into the next release.

Subject: Re: refreshing

Posted by interop on Wed, 13 Jun 2007 16:18:17 GMT

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Thank you

Subject: Re: refreshing

Posted by interop on Thu, 28 Jun 2007 14:07:48 GMT

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AJM wrote on Wed, 13 June 2007 11:18Now I see the problem. At line 262 in 'std.multi2.inc' you should see the following code:

```
// only read INNER if OUTER is not empty
if (count($outer_data) > 0) {
   if (!empty($return_from) AND !empty($return_action)) {
      ....
} else {
      ....
```

This should be changed to the following:

```
// only read INNER if OUTER is not empty
if (count($outer_data) > 0) {
   if (!empty($return_from) AND !empty($popup_object)) {
     ....
} else {
```

This fix has already been incorporated into the next release.

You may have already got this but I just noticed the same problem with multi3 I made the same fix as above on line 299 in std.multi3.inc and it seems to be working fine.

Subject: Re: refreshing

Posted by AJM on Thu, 28 Jun 2007 14:55:12 GMT

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Thanks for spotting that. It will be fixed in the next release.