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<b>Category</b>	Java ME	<b>Subcategory</b>	MIDP 2.1

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## Description

A Canvas with the onscreen keypad on does not fade to the background when Alert or Pop-up TextBox items appear on the foreground.

## How to reproduce

1. Implement a test application using the following code snippet:

Test MIDlet:

```
import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;

public class CanvasFade extends MIDlet implements CommandListener{

    Display d;
    TestCanvas tc;
    Alert al;
    TextBox tb;
    Command c1, c2, c3, c4;

    public CanvasFade(){

        d=Display.getDisplay(this);

        if(tb==null){
            c1 = new Command("Set Canvas", Command.SCREEN, 0);
            tb = new TextBox("Popup TextBox", null, 100, 0);
            tb.addCommand(c1);
            tb.setCommandListener(this);
        }
    }
}
```

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```
    }
    if(al==null){
        c2 = new Command("Exit alert", Command.SCREEN, 0);
        al = new Alert("Alert");
        al.setTimeout(Alert.FOREVER);
        al.addCommand(c2);
        al.setCommandListener(this);
    }

    if(tc==null)
    {
        tc=new TestCanvas(this);
        c3 = new Command("Set TextBox", Command.SCREEN, 0);
        c4 = new Command("Set Alert", Command.SCREEN, 0);
        tc.addCommand(c3);
        tc.addCommand(c4);
        tc.setCommandListener(this);
    }
}

public void startApp() {

    d.setCurrent(tc);
}

public void pauseApp() {
}

public void destroyApp(boolean unconditional) {
}

public void commandAction(Command cmd, Displayable dp) {

    if(cmd==c1){
        d.setCurrent(tc);
    }

    else if(cmd==c2){
        d.setCurrent(tc);
    }

    else if(cmd==c3){
        d.setCurrent(tb);
    }

    else if(cmd==c4){
        d.setCurrent(al);
    }

}
}
```

### Test Canvas:

```
import javax.microedition.lcdui.Canvas;
import javax.microedition.lcdui.Graphics;

public class TestCanvas extends Canvas
{

    CanvasFade midlet;
```

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```
public TestCanvas(CanvasFade midlet)
{
    try
    {
        this.midlet = midlet;
    }
    catch(Exception e)
    {
        e.printStackTrace();
    }
}

public void paint(Graphics g)
{
    g.setColor(100, 100, 100);
    g.fillRect(0, 0, getWidth(), getHeight());
    g.setColor(0, 0, 0);
    g.drawString("This is test canvas", 0, 0, 0);
}
}
```

For a PopUpTextBox, include the JAD parameter/value pair `Nokia-UI-Enhancement : PopUpTextBox` in the JAD file.

2. Launch the application. Select **Options** and set either **Alert** or **Pop-up TextBox** on. With the onscreen keypad on, the Canvas in the background is not faded. Exit the application.
3. For comparison, test this issue without the onscreen keypad on. Select **Menu > Settings > Application mgr. > Installed apps. > <Test MIDlet>**. From the **Options** menu, select **Suite settings**. Set **On-screen keypad** to **Off**.
4. Repeat step 2. The Canvas will be correctly faded when it is in the background.

## Solution

This issue is expected to be fixed in future software versions, starting with S60 5th Edition.