Canvas not fading correctly when onscreen keypad is on (Known Issue)

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);
       }
       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.

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