
Subject: Re: What way is best to implement Callback for GotFocus/LostFocus?

Posted by [mrjt](#) on Tue, 14 Aug 2007 08:58:24 GMT

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You can actually implement this in a general way quite easily, and without having to derive anything.

Ctrl has two methods, ChildGotFocus and ChildLostFocus, that you can overload in the parent window to catch the event. Then you just have to see if an edit ctrl has the focus:

```
virtual void ChildGotFocus() {
    Ctrl *c = GetFocusChild();
    if (!c || !c->IsEditable()) return;

    if (dynamic_cast<EditField *>(c) || dynamic_cast<TextCtrl *>(c)) {
        // Show keyboard
    }
}

virtual void ChildLostFocus() {
    // Unless focus has moved to the keyboard, hide it here
}
```

You may need to add some other control types, or use GetFocusChildDeep if you use ArrayCtrls. This is not the only other solution though.

James
