
Subject: Re: Selection changes before LostFocus() is called
Posted by [loki](#) on Sun, 23 Dec 2007 21:16:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok. For me it looks logical that LostFocus() should get called before any other changes are done. (In my situation the selectionchange resets the LineEdit before I could save the data.)

I will look up the source later (for now a mousehook will do it) and check if I could change it for ArrayCtrl. Or are there points against this?

greetings and happy xmas
loki
