
Subject: Re: Lost focus in edit fields
Posted by [Didier](#) on Sat, 01 Aug 2009 08:43:39 GMT
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Hi,

Quote:is already some other method to do it

I had the same problem some time ago and did something this:

```
template < class T >
class EnhancedEditField : public T
{
public:
    typedef T BaseClass;
    EnhancedEditField() {};
    virtual ~EnhancedEditField() {};
```

Callback whenFocusLost;

```
virtual void LostFocus()
{
    T::LostFocus();
    whenFocusLost();
}
};
```

```
typedef EnhancedEditField<EditString> EnhancedEditString;
typedef EnhancedEditField<EditInt> EnhancedEditInt;
typedef EnhancedEditField<EditDouble> EnhancedEditDouble;
```

It adds a callback to the type <T> and does what you want while avoiding modifying upp src.

Since nobody asked for this feature before maybe our way of doing things is a little clumsy ? ? ?