
Subject: Re: [FEATURE] WhenLostFocus in EditField
Posted by [koldo](#) on Wed, 16 Feb 2011 17:32:34 GMT
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Ouff, I see the problem

If this, no problem

```
virtual void ChildLostFocus() {  
    a = 27;  
}
```

but with an "Exclamation()" or other operation that changes the focus, this is required

```
virtual void ChildLostFocus() {  
    static bool inside;  
  
    if (inside)  
        return;  
  
    inside = true;  
  
    Exclamation("Lost focus");  
  
    inside = false;  
}
```

The problem is that the Exclamation() gets the focus, so function is called twice:

- When the child loses the focus
 - When the Exclamation() window gets it
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