
Subject: Re: Feature request

Posted by [mirek](#) on Mon, 10 Feb 2014 19:19:22 GMT

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Alboni wrote on Tue, 26 March 2013 14:10I would like to see things like:

Callback whenKillFocus;
Callback whenSetFocus;
etc.

in Ctrl

that would make writing complicated forms a lot easier.

I understand the sentiment, but 'etc.' can mean a lot... In any case, each such thing means 8 bytes more in sizeof(Ctrl), which is not very good for filling e.g. ArrayCtrl with widgets.

Generally, for focus games, ChildGotFocus and ChildLostFocus virtual methods in parent often even better than those individual callbacks.
