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Subject: Re: Action on exit from an EditString field  
Posted by [Sender Ghost](#) on Wed, 02 Sep 2015 13:46:06 GMT  
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Hello, Giorgio.

Giorgio wrote on Wed, 02 September 2015 08:30I need to execute an action when I exit from an EditString field.

According to the mentioned topic, you could override LostFocus virtual function or just use proposed C++ template(s), e.g.:

```
// Create an object of EditString with WithLostFocus template
WithLostFocus<EditString> text;
// Assign some function to WhenLostFocus callback
text.WhenLostFocus = callback1(PromptOK, "LostFocus");
```

The more complete example follows:

Toggle example

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
template <class T>
struct WithFocusCallbacks : public T {
    Callback WhenGotFocus, WhenLostFocus;
```

```
    virtual void GotFocus() {
        T::GotFocus();
        WhenGotFocus();
    }
```

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

```
class App : public TopWindow {
public:
    typedef App CLASSNAME;
    App();
```

```
    WithFocusCallbacks<EditString> text;
    EditString otherText;
```

```
    void ChangeNullText(const String& data);
};
```

```
App::App()
{
```

```
Title("Focus callbacks example");
CenterScreen().MinimizeBox().Sizeable();
const Size sz(320, 240);
SetRect(sz); SetMinSize(sz);

text.WhenGotFocus = THISBACK1(ChangeNullText, "GotFocus");
text.WhenLostFocus = THISBACK1(ChangeNullText, "LostFocus");

Add(text.TopPosZ(4, 19).HSizePosZ(4, 4));
Add(otherText.TopPosZ(27, 19).HSizePosZ(4, 4));
}

void App::ChangeNullText(const String& data)
{
    static int count = 0;
    text.NullText(Format("%s (%d)", data, ++count));
}

GUI_APP_MAIN
{
    App app;
    app.Run();
}
```

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