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Subject: Re: BUG dialog does not close

Posted by [slashupp](#) on Wed, 14 Nov 2018 09:24:17 GMT

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yes, thx WhenAction is what I need

a thought:

the behaviour on WhenPush is understandable, but it would seem

the LostFocus &/ LeftUp events are lost somewhere...

and the second appearance of the dialog cannot be closed (hangs)

I know I can subclass and create my own, however it would be handy

if there is a similar default event-handler for WhenClick[ed] that

does not have the gotcha of WhenPush

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