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