
Subject: Focus problem

Posted by [Silvan](#) on Tue, 14 Dec 2021 20:23:50 GMT

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Problem description:

in the simple test app below I can't unfocus the editstring ctrl so when I use the keyboard to move the character on the string the key pressed goes also on the edit control.

I suppose it is silly but I can't find a simple solution and I don't understand the focus and event mechanism.

Greetings

Thank you

Silvan

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

using namespace Upp;

struct MainWindow : TopWindow {

    Point p;
    EditString inputtext;

    virtual void Paint_Draw&(w)override
    {
        int x,y;
        w.DrawRect(GetSize(), SWhite());
        w.DrawText(p.x, p.y, "#", Arial(30), Red);
    }

    void Close() override
    {
        delete this;
    }

    virtual bool Key(dword key, int count) override
    {
        switch (key)
        {
            case K_W:
```

```

    p.y-=1;
    break;
  case K_S:
    p.y+=1;
    break;
  case K_A:
    p.x-=1;
    break;
  case K_D:
    p.x+=1;
    break;
  default:
//C Statements
;
}
}

Refresh();
return true;
}

// Costruttore dove inserisci le inizializzazioni
MainWindow()
{
  Title("Test Focus").Zoomable().Sizeable();
  Add(inputtext.TopPosZ(0, 16).HSizePos());
  inputtext <<= "test";

  SetRect(0, 0, 300, 300);
  p.x = 150;
  p.y = 150;
}
};

GUI_APP_MAIN
{
  (new MainWindow)->OpenMain();
  Ctrl::EventLoop();
}

```
