
Subject: Focus problem

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

[View Forum Message](#) <> [Reply to Message](#)

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();
}

```