
Subject: Re: Focus problem

Posted by [Silvan](#) on Sat, 18 Dec 2021 15:03:45 GMT

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Thank you Lance,
understood and it solve all my inicial problem.

And what about if would like to do something like this:

```
MainWindow()
{

    Title("Test Focus").Zoomable().Sizeable();
    Add(inputtext.TopPosZ(0, 16).HSizePos());
    Add(panel.VSizePos(18, 0).HSizePos(0, 0));

    inputtext <<= "test";

    ActiveFocus(panel);

    panel.Paint << [&](Draw &w) { w.DrawText(p.x, p.y, "#", Arial(30), Red);};

    panel.Key << [&](dword key, int count) { 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: /
            ; /
        } /
        Refresh(); return true; }; /

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

This code does not compile.... I would override directly the method and event of ImageCtrl panel.
How this is possible?
Thank you
Silvan
