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Subject: Re: Focus problem

Posted by [Silvan](#) on Sat, 18 Dec 2021 15:22:39 GMT

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I can do like this:

```
struct MyPanel : Panel {  
  
    virtual void Paint(Draw& w)override  
{  
    w.DrawText(p.x, p.y, "#", Arial(30), Red);  
}  
  
    virtual void 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:  
            ;  
    }  
    return true;  
}
```

... but I suspect in U++ there is another way more direct than this.

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