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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.