Subject: Re: Focus problem
Posted by Lance on Sun, 19 Dec 2021 13:44:42 GMT
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2): put
Point p;
as global is unnecessary and highly likely conceptually wrong: what if you want multiple but independent windows who need to maintain their own current positions?.

The following revised code takes care of that, also demonstrate a simple use of One.

U++ is created by powerful programmers who actually use it. There are a lot of convenience utilities like One,DUMP,LOG, etc (I don't know many either, but read U++ source code, read old posts, etc and build up this knowledge; it will significantly increase your productivity: almost in all situation you need a specific tool or facility, someone before you has encounter it and figure out a smart solution).

BTW, welcome to U++ community!

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

using namespace Upp;

struct MyPanel : ImageCtrl {
 Point p;

 virtual void Paint(Draw& w)override
 {
  w.DrawRect(GetSize(), White());
  w.DrawText(p.x, p.y, "#", Arial(30), Red);
  Refresh();
 }

 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:
    ;
  }
  Refresh();
        return true;
 }

 void LeftDown(Point p, dword keyflags) override
 {
  SetFocus();
 }

};

struct MainWindow : TopWindow {


  EditString inputtext;
  MyPanel panel;

//  void Close() override
//  {
//   delete this;
//  }

 // Costruttore dove inserisci le inizializzazioni
  MainWindow()
  {

   Title("Test Focus").Zoomable().Sizeable();
   Add(inputtext.TopPosZ(0, 16).HSizePos());
   Add(panel.VSizePos(26, 0).HSizePos(0, 0));

   inputtext <<= "test";

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

GUI_APP_MAIN
{
        // dynamically allocated MainWindow
 One<MainWindow> m;
 m.Create<MainWindow>().OpenMain();
```

```
        // allocated from Stack.
        MainWindow().OpenMain();

        // because now Point p is per instance (not global)
        // you can control each independent of the other.
//(new MainWindow)->OpenMain();
 Ctrl::EventLoop();
}
```
