Well, if you are about to overload ChildLostFocus, you do not have to change anything in Layout, just overload it for your dialog class:


```
struct MyDlg : MyLayout<TopWindow> {
   virtual void ChildLostFocus();
};
```


Anyway, the trouble of this method is that at the moment ChildLostFocus is called, focus is already out, so you have hard time to detect whether it is your editfield that lost the focus.

Therefore you will probably have to follow a little bit more complicated path and derive from EditField, overloading LostFocus method.

To have your new widget in Layout, just add it as user class. There is a little catch - class has to be defined when layout file is included. If for some reason you do not want that, you can still have it in the layout, just leave the name of class empty and add a public member to your dialog class with the same name as defined in layout, with proper class type.

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