Subject: run function from user control to other control
Posted by djesus on Mon, 30 Oct 2006 12:57:25 GMT
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Hi, I have made a user control named myctrl. It has a method LostFocus(), from this method I would like to access to a function of the CtrlLayout.

There is any way to do this?

Thanks a lot.

Subject: Re: run function from user control to other control
Posted by fallingdutch on Mon, 30 Oct 2006 13:13:13 GMT
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what do you want to do?

i am sorry but i don't understand what you are trying to do when you are in the LostFocus function.

Bas

Subject: Re: run function from user control to other control
Posted by mirek on Mon, 30 Oct 2006 13:32:19 GMT
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I think you want to connect that LostFocus to the same method of your dialog, right?

Well, the most generic way is to provide your Ctrl with Callback, like WhenLostFocus, then call this Callback in LostFocus function. In your dialog, assign a dialog's method to the Callback.

Alternatively, if this Ctrl is only about to be used in this single dialog, you could also simply downcast GetParent and call the method directly - a bit ugly, less safe, but would work too.

I think you was asking about this issue yesterday. Meanwhile I was thinking about the problem and there is another quite simple (but not quite straightforward) solution - override your dialog's ChildGotFocus to store focus in some dialog's member variable, then override ChildLostFocus and test whether this variable equals your widget:

```
struct MyDialog {
  Ctrl *lastfocus;
  virtual void ChildGotFocus() { lastfocus = GetFocusCtrl(); }
  virtual void ChildLostFocus() { if(lastfocus == &mywidget) { ... } }
};
```

Of course, it all depends on what moving that focus out is really supposed to do

Mirek

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Subject: Re: run function from user control to other control
Posted by djesus on Mon, 30 Oct 2006 17:09:19 GMT
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Sorry for my bad english

Thanks a lot Mirek I was exactly asking that.

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