Subject: Selection changes before LostFocus() is called
Posted by loki on Sun, 23 Dec 2007 18:12:57 GMT
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Hello.

Situation:
- ArrayCtrl <-- No Focus
- LineEdit   <-- Has Focus

Now selecting an other row in the ArrayCtrl results in changing the selection before LineEdit::LostFocus() is called.

Is this normal behaviour?

Using a TreeCtrl LineEdit::LostFocus() is called before the selection changes.

Testcase will follow...

greetings
loki

Subject: Re: Selection changes before LostFocus() is called
Posted by mirek on Sun, 23 Dec 2007 18:28:17 GMT
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loki wrote on Sun, 23 December 2007 13:12Hello.

Situation:
- ArrayCtrl <-- No Focus
- LineEdit   <-- Has Focus

Now selecting an other row in the ArrayCtrl results in changing the selection before LineEdit::LostFocus() is called.

Is this normal behaviour?

Using a TreeCtrl LineEdit::LostFocus() is called before the selection changes.

Testcase will follow...

greetings
loki

LostFocus is invoked by CtrlCore, it is very unlikely (alhough not impossible) that it would behave differently for different derived classes...

Mirek

Subject: Re: Selection changes before LostFocus() is called
Posted by loki on Sun, 23 Dec 2007 21:16:39 GMT
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Ok. For me it looks logical that LostFocus() should get called before any other changes are done.(In my situation the selectionchange resets the LineEdit before I could save the data.)

I will look up the source later (for now a mousehook will do it) and check if I could change it for ArrayCtrl. Or are there points against this?

greetings and happy xmas
loki

Subject: Re: Selection changes before LostFocus() is called
Posted by loki on Sun, 23 Dec 2007 23:32:04 GMT
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Yeah. I am getting better.

This one should fix it. But please have a look on it.

```
void ArrayCtrl::DoPoint(Point p, bool dosel) {
 if(!HasFocusDeep())
  SetWantFocus();

 p.y += sb;
 if(p.y >= GetTotalCy() && IsAppendLine())
  KillCursor();
 clickpos.y = GetLineAt(p.y);
 if(!IsNull(clickpos.y))
  SetCursor0(clickpos.y, dosel);
 else
 if(IsCursor())
  AcceptRow();
}
```

Tomorrow I will check the one when in RowEdit-Mode.

greetings
loki

Subject: Re: Selection changes before LostFocus() is called
Posted by mirek on Wed, 26 Dec 2007 10:50:40 GMT
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loki wrote on Sun, 23 December 2007 18:32Yeah. I am getting better.

This one should fix it. But please have a look on it.

```
void ArrayCtrl::DoPoint(Point p, bool dosel) {
 if(!HasFocusDeep())
  SetWantFocus();

 p.y += sb;
 if(p.y >= GetTotalCy() && IsAppendLine())
  KillCursor();
 clickpos.y = GetLineAt(p.y);
 if(!IsNull(clickpos.y))
  SetCursor0(clickpos.y, dosel);
 else
 if(IsCursor())
  AcceptRow();
}
```

Tomorrow I will check the one when in RowEdit-Mode.

greetings
loki

Well, you are right that the behaviour should be consistent.

The problem is that SetWantFocus was moved from the place you suggest to the end of DoPoint in 2005.

The motivation in ArrayCtrl is that sometimes you want to know the previous focus placement when doing WhenSel.

Therefore, maybe, we should rather fix TreeCtrl(?)

Mirek

Subject: Re: Selection changes before LostFocus() is called
Posted by loki on Wed, 26 Dec 2007 20:02:33 GMT
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Quote:The motivation in ArrayCtrl is that sometimes you want to know the previous focus placement when doing WhenSel.

Therefore, maybe, we should rather fix TreeCtrl(?)

This shows me that thinking twice is better...
I agree. It's better to have the option to find out the previous focus. For my problem mouse- and keyhook will work.

I will check the TreeCtrl next weekend.

greetings
loki
