Subject: Focus Event Handling in Edit Fields
Posted by bpacilio on Thu, 30 Oct 2008 14:36:37 GMT
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Sorry if this is an old question but I'm new to upp. I'm a unix/Motif programmer so I'm used to having a lot of control of the events in my gui. I'm just setting up a test app to see how the gui elements in upp work. I used the layout to set up a test window with a bunch of different elements. I wanted to set up an edit field that only does its' callback on a lostfocus event. I don't seem to be able to do this and the reference material is lacking. Doing the assignment editField <<= THISBACK(callback) only works when keyboard characters are typed.
Regards,

Subject: Re: Focus Event Handling in Edit Fields
Posted by mirek on Sat, 01 Nov 2008 22:32:11 GMT
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bpacilio wrote on Thu, 30 October 2008 10:36Sorry if this is an old question but I'm new to upp. I'm a unix/Motif programmer so I'm used to having a lot of control of the events in my gui. I'm just setting up a test app to see how the gui elements in upp work. I used the layout to set up a test window with a bunch of different elements. I wanted to set up an edit field that only does its' callback on a lostfocus event. I don't seem to be able to do this and the reference material is lacking. Doing the assignment editField <<= THISBACK(callback) only works when keyboard characters are typed.
Regards,

There are two ways:

- override LostFocus (e.g. make it call a new WhenLostFocus callback and then inherited EditField::LostFocus)

- handle focus issues in parent window using ChildLostFocus override.

"it's callback" is, my guess, WhenAction - that is inteded for "user changes the value of widget" situation (with one or two exceptions).

Mirek