
Subject: Help needed to set the focus

Posted by [JoseB](#) on Mon, 04 May 2009 19:38:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all,

I have an application which have a menu that each menu option opens a modal dialog.
On the MainApp class file I declare a dialog in this way:

header:

```
WithSettingsDlgLayout<TopWindow> m_dlgSettings;
```

cpp:

```
void MyApp::OnMenuOptionSettings(void)
{
    ActiveFocus(m_dlgSettings.edLang);
    m_dlgSettings.edLang.SetFocus();

    m_dlgSettings.ok<<= THISBACK(OnSettingsOK);
    m_dlgSettings.cancel<<= THISBACK(OnSettingsCancel);

    m_dlgSettings.Execute();
}
```

Well, for the first time that the dialog is opened, focus is on the edLang edit box, but if the focus is in other edit box

when closing the dialog, on the next time the dialog is open the focus is on that edit box and not on the edLang, even executing the code of OnMenuOptionSettings(void).

It seems that the dialog (m_dlgSettings) saves state.

Do I have to clear the state when closing the dialog?

How to handle this?

Should i use ActiveFocus or SetFocus.

I tried to put

```
ActiveFocus(m_dlgSettings.edLang);
m_dlgSettings.edLang.SetFocus();
```

before the Close call (to close the dialog) but it doesn't work.

Should I use a pointer instead of a class member variable and destroy the pointer on close()?

It seems that is hard to handle focus.

Thank you

JoseB

Subject: Re: Help needed to set the focus
Posted by [mirek](#) on Mon, 04 May 2009 22:02:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

JoseB wrote on Mon, 04 May 2009 15:38Hi all,

I have an application which have a menu that each menu option opens a modal dialog.
On the MainApp class file I declare a dialog in this way:

header:

```
WithSettingsDlgLayout<TopWindow> m_dlgSettings;
```

cpp:

```
void MyApp::OnMenuOptionSettings(void)
{
    ActiveFocus(m_dlgSettings.edLang);
    m_dlgSettings.edLang.SetFocus();

    m_dlgSettings.ok<<= THISBACK(OnSettingsOK);
    m_dlgSettings.cancel<<= THISBACK(OnSettingsCancel);

    m_dlgSettings.Execute();
}
```

Well, for the first time that the dialog is opened, focus is on the edLang edit box, but if the focus is in other edit box when closing the dialog, on the next time the dialog is open the focus is on that edit box and not on the edLang, even executing the code of OnMenuOptionSettings(void).
It seems that the dialog (m_dlgSettings) saves state.

Yes.

Quote:

Do I have to clear the state when closing the dialog?

Better before opening.

Quote:

How to handle this?

Should i use `ActiveFocus` or `SetFocus`.

I tried to put

```
ActiveFocus(m_dlgSettings.edLang);  
m_dlgSettings.edLang.SetFocus();
```

```
m_dlgSettings.ActiveFocus(m_dlgSettings.edLang);
```

`ActiveFocus` is "focus for `TopWindow` when it is active". It is member function of `TopWindow`.

Mirek
