Subject: Help needed to set the focus
Posted by JoseB on Mon, 04 May 2009 19:38:29 GMT
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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 hanlde 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 doesnt 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