
Subject: Feature request

Posted by [Alboni](#) on Tue, 26 Mar 2013 18:10:25 GMT

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

I would like to see things like:

Callback whenKillFocus;
Callback whenSetFocus;
etc.

in Ctrl

that would make writing complicated forms a lot easier.

Subject: Re: Feature request

Posted by [mirek](#) on Mon, 10 Feb 2014 19:19:22 GMT

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

Alboni wrote on Tue, 26 March 2013 14:10 I would like to see things like:

Callback whenKillFocus;
Callback whenSetFocus;
etc.

in Ctrl

that would make writing complicated forms a lot easier.

I understand the sentiment, but 'etc.' can mean a lot... In any case, each such thing means 8 bytes more in sizeof(Ctrl), which is not very good for filling e.g. ArrayCtrl with widgets.

Generally, for focus games, ChildGotFocus and ChildLostFocus virtual methods in parent often even better than those individual callbacks.

Subject: Re: Feature request

Posted by [Alboni](#) on Tue, 11 Feb 2014 08:59:59 GMT

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

I hear you. I hadn't discovered those functions yet at the time of posting.

Subject: Re: Feature request

Posted by [mdelfede](#) on Fri, 28 Feb 2014 11:58:26 GMT

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

Maybe a generic callback with a 'what' parameter could be added to Ctrl.... I mean

```
ctrl.GenericAction = THISBACK1(handler)
```

```
.....
```

```
void handler(int reason)
```

This would not add too much size to ctrl and more 'reasons' could be added in future.
