

# FOCUS

## Applies to

Interactive controls

## Description

Used to determine if a control has focus, or to set focus to a control. Returns the name of the object that has focus.

## Usage

*focusobject* = **Get\_Property** (*windowname*, "FOCUS")

*currentfocus* = **Get\_Property** ("SYSTEM", "FOCUS")

If the window specified in *windowname* is not active, then *focusobject* will be the object that will get focus as soon as the window is activated.

```
existingprop = Set_Property(objectname, "FOCUS", value)
existingprop = Set_Property("SYSTEM", "FOCUS", appwindow)
```

In the first method, **Set\_Property** suppresses all events generated because of focus change; the second method does not.

## Remarks

Values passed in **Set\_Property**:

Value	Description
<i>Value</i>	A Boolean value (1 or 0, where 1 means that the control will have focus and 0 means that no control will have focus).
<i>objectname</i>	Name of control in <i>windowname</i> to receive focus.
<i>appwindow</i>	Name of window, in a multi-window application.

## Returns

Values returned by both **Get\_Property** and **Set\_Property**:

Value	Description
<i>focusobject</i>	Control, in the current window, that has focus.
<i>existingprop</i>	Object with focus, when <b>Set_Property</b> was run.

## See Also

[PREVFOCUS property](#)