

**NAME**

XtSetKeyboardFocus – focus events on a child widget

**SYNTAX**

XtSetKeyboardFocus(Widget *subtree*, Widget *descendant*);

**ARGUMENTS**

<i>subtree</i>	Specifies either the widget in the subtree structure which is to receive the keyboard event, or <b>None</b> . Note that it is not an error to specify <b>None</b> when no input focus was previously set.
<i>descendant</i>	Specifies the widget for which the keyboard focus is to be set.

**DESCRIPTION**

If a future **KeyPress** or **KeyRelease** event occurs within the specified subtree, **XtSetKeyboardFocus** causes **XtDispatchEvent** to remap and send the event to the specified descendant widget.

When there is no modal cascade, keyboard events can occur within a widget W in one of three ways:

- W has the X input focus.
- W has the keyboard focus of one of its ancestors, and the event occurs within the ancestor or one of the ancestor's descendants.
- No ancestor of W has a descendant within the keyboard focus, and the pointer is within W.

When there is a modal cascade, a widget W receives keyboard events if an ancestor of W is in the active subset of the modal cascade and one or more of the previous conditions is **True**.

When subtree or one of its descendants acquires the X input focus or the pointer moves into the subtree such that keyboard events would now be delivered to subtree, a **FocusIn** event is generated for the descendant if **FocusNotify** events have been selected by the descendant. Similarly, when W loses the X input focus or the keyboard focus for one of its ancestors, a **FocusOut** event is generated for descendant if **FocusNotify** events have been selected by the descendant.

**SEE ALSO**

XtCallAcceptFocus(3)

*X Toolkit Intrinsics – C Language Interface*

*Xlib – C Language X Interface*