



<> Code

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catching keyboard sink blur

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gunnarmein-ts committed 3 weeks ago

1 parent [3103a98](#) commit [6428c27](#)

Showing 1 changed file with 16 additions and 0 deletions.

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Unifi...

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16
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src/editor/keyboard.ts
📄

```

253 | 253 |         return;
254 | 254 |     }
255 | 255 |
256 | +   // If the relatedTarget (the element that is gaining the focus)
257 | +   // is in the virtual keyboard, ignore the blur event
258 | +
259 | +   const keyboard = document.querySelector('.ML__keyboard');
260 | +   if (
261 | +     event.relatedTarget &&
262 | +     keyboard?.contains(event.relatedTarget as HTMLElement)
263 | +   ) {
264 | +     event.preventDefault();
265 | +     event.stopPropagation();
266 | +     return;
267 | +   }
268 | +
269 | 269 |     if (blurInProgress || focusInProgress) return;
270 | 270 |
271 | 271 |     blurInProgress = true;
272 | 272 |     keydownEvent = null;
273 | 273 |     keypressEvent = null;
274 | +   console.log(

```

```
275 | +      'mf keyboard sink blur: ' + (event.relatedTarget as any).outerHTML
276 | +    );
261 | 277 |     delegate.onBlur();
262 | 278 |     blurInProgress = false;
263 | 279 |   },
```

0 comments on commit [6428c27](#)

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