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mathlive

<> **Code**   ⊙ Issues   56   ⑂ Pull requests   16   ▶ Actions   ⊘ Security   📈 Insights

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more keyboard fixes   **Browse files**

🧑 **gunnarmein-ts** committed 3 weeks ago

1 parent 6428c27   commit 4a5c914

Showing **3 changed files** with **20 additions** and **8**
deletions.   **Whitesp...**   Ignore whitespa...   S...   **Unifi...**

```
256   256          // If the relatedTarget (the element that is gaining the focus)
257   257          // is in the virtual keyboard, inngore the blur event
258         −
259   258          const keyboard = document.querySelector('.ML__keyboard');
260   259          if (
261   260            event.relatedTarget &&
262         −         keyboard?.contains(event.relatedTarget as HTMLElement)
      261   +         (keyboard?.contains(event.relatedTarget as HTMLElement) ||
      262   +           keyboard === event.relatedTarget)
263   263          ) {
264         −         event.preventDefault();
265         −         event.stopPropagation();
      264   +         setTimeout(() => {
      265   +           keyboardSink.focus({ preventScroll: true });
      266   +         });
      267   +         event.stopImmediatePropagation();
266   268            return;
267   269          }
268   270
271   273          blurInProgress = true;
272   274          keydownEvent = null;
```

```
273   275                keypressEvent = null;
274    |    -             console.log(
275    |    -               'mf keyboard sink blur: ' + (event.relatedTarget as any).outerHTML
276    |    -             );
277   276                delegate.onBlur();
278   277                blurInProgress = false;
279   278              },
```

⌄ ↕ **7** ■■■■□ src/public/mathfield-element.ts ⧉

```
1834  1834
1835  1835            if (evt.type === 'pointerdown') this.onPointerDown();
1836  1836            if (evt.type === 'focus') this._mathfield?.focus();
1837         -        if (evt.type === 'blur') this._mathfield?.blur();
      1837  +        if (evt.type === 'blur') {
      1838  +          const newFocus = (evt as FocusEvent).relatedTarget as HTMLElement;
      1839  +          const keyboard = document.querySelector('.ML__keyboard') as HTMLElement;
      1840  +          if (!newFocus || !keyboard.contains(newFocus) || keyboard === newFocus)
      1841  +            this._mathfield?.blur();
      1842  +        }
1838  1843          }
1839  1844
1840  1845          /**
```

⌄ ↕ **8** ■■■■■ src/virtual-keyboard/virtual-keyboard.ts ⧉

```
303   303
304   304        document.addEventListener('focusout', (evt) => {
305   305          const target = evt.target as MathfieldElement;
      306  +        if (!(target instanceof MathfieldElement)) return;
      307  +
306   308          if (target.mathVirtualKeyboardPolicy !== 'manual') {
307   309            // If after a short delay the active element is no longer
308   310            // a mathfield (or there is no active element), hide the virtual
            keyboard
326   328        dispatchEvent(event: Event): boolean {
327   329          if (!this.listeners[event.type] || this.listeners[event.type].size === 0)
328   330            return true;
      331  +
329   332          this.listeners[event.type].forEach((x) => {
330   333            if (typeof x === 'function') x(event);
331   334            else x?.handleEvent(event);
467   470                : `${keyboardHeight}px`;
468   471            }
469   472            window.addEventListener('mouseup', this);
      473  +          window.addEventListener('click', this);
470   474            window.addEventListener('blur', this);
471   475            window.addEventListener('keydown', this, { capture: true });
472   476            window.addEventListener('keyup', this, { capture: true });
```

```
570   574            | (PointerEvent & { type: 'contextmenu' | 'mouseup' })
571   575            | (KeyboardEvent & { type: 'keydown' | 'keyup' })
572   576            | (FocusEvent & { type: 'blur' })
      577   +        | (MouseEvent & { type: 'click' })
573   578        ): void {
574   579          if (isVirtualKeyboardMessage(evt)) {
575   580            if (!validateOrigin(evt.origin, this.originValidator)) {
597   602          switch (evt.type) {
598   603            case 'mouseup':
599   604            case 'blur':
      605   +        case 'click':
600   606              // Safari on iOS will aggressively attempt to select when there is a
            long
601   607              // press. Restore the userSelect on mouse up
602   608              document.body.style.userSelect = '';
603   609
604   610              this.shiftPressCount = 0;
      611   +          evt.preventDefault();
      612   +          evt.stopImmediatePropagation();
605   613              break;
606   614
607   615            case 'contextmenu':
```

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