

ifSGNodeFocus

Available since firmware version 7.0

The **ifSGNodeFocus** interface is used to query and manipulate the remote control focus of the nodes in a SceneGraph node tree.

Implemented by

- `roSGNode`

Supported Methods

- `setFocus(on as Boolean)` as Boolean
- `hasFocus()` as Boolean
- `isInFocusChain()` as Boolean

Description of Methods

setFocus(on as Boolean) as Boolean

If `on` is set to true, sets the current remote control focus to the subject node, also automatically removing it from the node on which it was previously set. If `on` is set to false, removes focus from the subject node if it had it.

Setting the remote control focus to false is rarely necessary, and can lead to unexpected behavior.

hasFocus() as Boolean

Returns true if the subject node has the remote control focus, and false otherwise.

isInFocusChain() as Boolean

Returns true if the subject node or any of its descendants in the SceneGraph node tree has remote control focus.