链滴

JavaFX 文本框获取焦点 requestFocus

作者：JoeysCat

原文链接：https://ld246.com/article/1591024043093

来源网站：链滴

Controller

```java
package controller;

import com.jfoenix.controls.JFXTextField;
import javafx.application.Platform;
import javafx.fxml.Initializable;
import javafx.util.Callback;
import lombok.extern.slf4j.Slf4j;
import org.springframework.stereotype.Component;

import javax.annotation.Resource;
import java.io.IOException;
import java.net.URL;
import java.util.ResourceBundle;

/**
 * @author ZhouYu
 * @since 0.0.1
 */
@Slf4j
@Component
public class NavigationController implements Initializable {
    // JFXTextField 来自三方组件库 jfoenix
    @FXML
    private JFXTextField commandTextField;

    @Override
    public void initialize(final URL location, final ResourceBundle resources) {

        Platform.runLater(new Runnable() {
            @Override
            public void run() {
        // 该文本框在界面初始化时获取焦点
                commandTextField.requestFocus();
            }
        });
    }
}
```

- requestFocus() 是来自抽象类 Node 的一个方法

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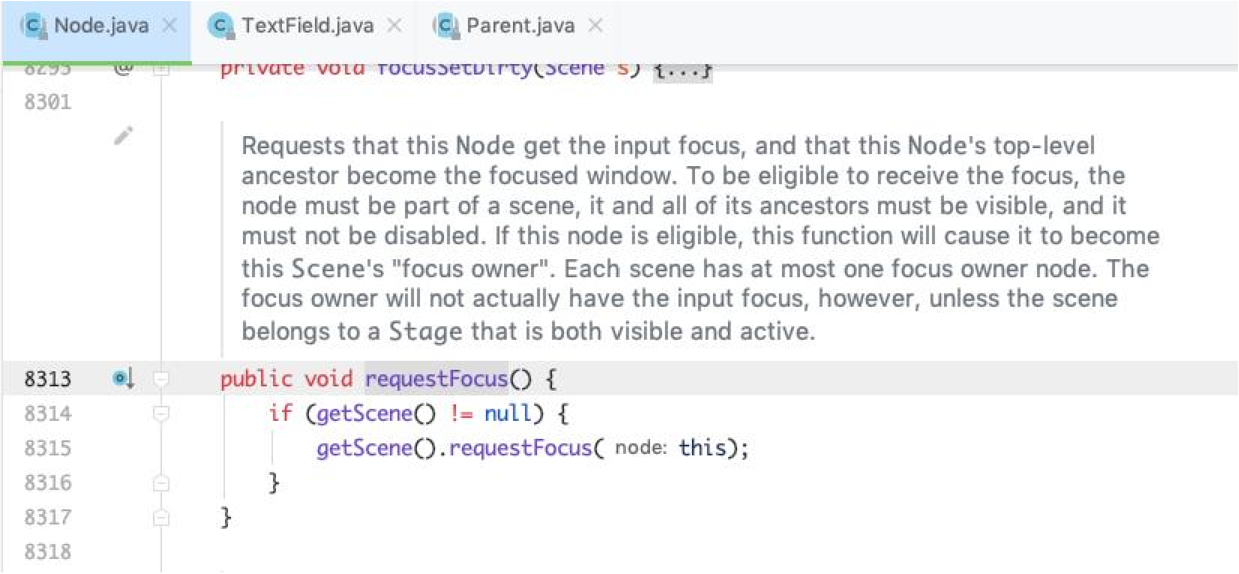

```
private void focusSetDirty(Scene s) {...}
```

Requests that this Node get the input focus, and that this Node's top-level ancestor become the focused window. To be eligible to receive the focus, the node must be part of a scene, it and all of its ancestors must be visible, and it must not be disabled. If this node is eligible, this function will cause it to become this Scene's "focus owner". Each scene has at most one focus owner node. The focus owner will not actually have the input focus, however, unless the scene belongs to a Stage that is both visible and active.

```
public void requestFocus() {
    if (getScene() != null) {
        getScene().requestFocus( node: this);
    }
}
```

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