
Subject: LineEdit get Key press no subclass

Posted by [wakhshiti](#) on Tue, 01 Nov 2022 17:46:53 GMT

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Main Window has a LineEdit widget. i want to get Keypress event.
no subclass, just the regular way?
is it possible or do i must subclass ?

```
-----  
// MainWindow (.h)  
-----
```

```
class MainWindow : public WithmainLayout<TopWindow>  
{  
public:  
    MainWindow();  
    LineEdit txtSearch;  
};
```

```
-----  
// MainWindow (.cpp)  
-----
```

```
#include "MainWindow.h"
```

```
MainWindow::MainWindow()  
{  
    CtrlLayout(*this, "MainWindow");
```

```
    // how to set Key(dword key, int count) event of txtSearch ?
```

```
}
```