I have had the same problem and solved it in two different ways depending on the situation:

1) This is the way I think it was intended to be done. Because EditField doesn't actually handle K_RETURN it is passed up to the parent window's Key function, and see if that field has focus:
if (key == K_RETURN && FocusCtrl() == &jog.jog_pos_el)
    // Do whatever

2) If you really want a callback you can do:
```
template<class T>
struct WithReturnCallback : public T
{
    Callback WhenReturnKey;
    virtual bool Key(dword key, int count)
    {
        if (key == K_RETURN) {
            WhenReturnKey();
            return true;
        }
        return T::Key(key, count);
    }
}
```
And then us it as a wrapper for the editfield.

Apologies in advance for any errors in the the above, Idon't have access to a compiler this minute.

Quote:our LiDAR (think of it as a telescope with a 3000W laser pointer attached)
Awesome!

James.