
Subject: Re: text box action with enter key
Posted by [nneilson](#) on Wed, 10 Feb 2010 04:49:15 GMT
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Thanks Aris. I am new to C++ GUI and upp.

I am lost on how to use the code you posted.

For a simple app re text only when enter key pushed (K_ENTER ?).

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN
{
    TopWindow app;
    app.SetRect(0, 0, 200, 60);
    EditField box1, box2;
    app.Add(box1.TopPosZ(0, 20).HSizePos());
    app.Add(box2.TopPosZ(20, 20).HSizePos());

    box2<<= ~box1;
    // box2<<= conv(~box1, units, decpl);

    app.Run();
}
```

Having the data typed into box1 go to box2 only when K_ENTER.

My upp Gui works good and converts angles decimal degrees to deg min sec, converts distance meters, km, feet, miles nautical miles, etc.

Calculate the geodesic distance with the Vincenty Formula/s. There are some situations where data typed in like miles it should be acted on by K_ENTER rather than and before a calculation function is called.
