

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

using namespace Upp;

class LaunchField : public EditField
{
public:
    virtual bool Key(dword key, int count);
    Callback WhenEnter;

    typedef LaunchField CLASSNAME;
    LaunchField() {}
    ~LaunchField() {}
};

bool LaunchField::Key(dword key, int count)
{
    if(key == K_ENTER) {
        WhenEnter();
        return true;
    }
    return EditField::Key(key, count);
}

//=====

class MyApp : public TopWindow {
public:
    LaunchField box1, box2;

    void OnEnter1();

    typedef MyApp CLASSNAME;

    MyApp();
    ~MyApp() {}
};

MyApp::MyApp()
{
    box1.WhenEnter = THISBACK(OnEnter1);

    Add(box1.TopPosZ(0, 20).HSizePos());
```

```

Add(box2.TopPosZ(20, 20).HSizePos());

SetRect(0, 0, 200, 60); //if you really need

Zoomable().Sizeable().Title("CallbackField Demo");
}

void MyApp::OnEnter1()
{
    box2<<= ~box1;
    PromptOK("you can launch a rocket from here! but better replace me with your code!");
}

//=====

GUI_APP_MAIN
{
    MyApp app;
    app.Run();
}

```

I hope to hear something from you... like ... more questions!

Aris
