
Subject: Re: text box action with enter key
Posted by fudadmin on Wed, 10 Feb 2010 12:07:24 GMT
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```
#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
