Subject: Re: text box action with enter key
Posted by mirek on Thu, 11 Feb 2010 20:25:24 GMT

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nlneilson wrote on Tue, 09 February 2010 20:29
In Java it is done like this:

```
public void propertyChange(PropertyChangeEvent e) {
   Object source = e.getSource();
   if (source == point1Field) {
      point1Action();
 return;
   }
}
```

You can do very similiar thing in U++, as key delivery starts at focused widget, but moves up until Key returns true.

So you can do

```
void MyDialogWindow::Key(dword code, int)
{
   if(point1Field.HasFocus()) {
      point1Action();
      return;
   }
}
```

Good to know to manage some more complex cases...