I had to search and tinker a bit but this works good.


```
   bool MyApp::Key(dword key, int count){
 if (key == K_RETURN && Point1.HasFocus()) {
    Point2<<="OK";
//      Point1Action();
       return true;
   }
   }
```

Now I can just remove Point2<<="OK"; and tie my "...Action()"/s in directly rather than just depend
on clicking menu items.

GREAT HELP!!

Thanks