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Subject: Re: EditField and the Enter Key  
Posted by [mirek](#) on Wed, 24 May 2006 16:54:01 GMT  
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```
class MyApp : public WithMyAppLayout<TopWindow> {  
    virtual bool Key(dword key, int count);  
    .....  
};  
  
bool MyApp::Key(dword key, int count)  
{  
    if(key == K_ENTER) {  
        .....  
        return true; // key accepted  
    }  
    return TopWindow::Key(key, count);  
}
```

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