Hi Koldo

SysInfo is a good link.
But that is what info can be obtained.

What I was trying to find is something that was equivalent to pressing "Enter" but with a mouse click.

First I realized there must be something to click on.

A left click gives the EditField scope and places the cursor in the characters.
A right click brings up options.
Without getting into a center click something else needed to be clicked.

Then pressing "Enter" in U++ is:
```
   if (key == K_RETURN && Point1.HasFocus()) {
       Point1Action();
     return true;
   }
```

then the action:

```
  void Point1Action() {    // Point1 is an edit field
 if (~Point1 != ""){
 Ln = ~Point1;
 Ln = parseLatLon(Ln);
```

So an EditField P1 for one character like < then
```
   if (Mouse_LeftClick() && P1.HasFocus()) {
       Point1Action();
     return true;
   }
```

I will try this and see if it will work.

It has been a few years since doing this and then it was in java

Thanks Koldo