
Subject: Re: How to capture Key Press events?
Posted by [dolik.rce](#) on Sun, 02 Dec 2012 06:38:25 GMT
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lectus wrote on Sun, 02 December 2012 02:03How to do something when the user types on a EditString?

There is WhenAction callback just for this

```
struct App : TopWindow {
    typedef App CLASSNAME;
    EditString s;
    Label l;
    App(){
        Add(s.HSizePosZ(5,5).TopPosZ(5,25));
        Add(l.HSizePosZ(5,5).TopPosZ(35,25));
        s.WhenAction << THISBACK(DoSomething);
    }
    void DoSomething(){
        l.SetLabel("Length: "+IntStr(AsString(~s).GetCharCount()));
    }
};
```

Best regards,
Honza
