
Subject: Re: How to capture Key Press events?
Posted by [nneilson](#) on Sun, 02 Dec 2012 13:13:34 GMT
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If an EditField has focus and key/s are pressed (or on release) then a function can be called. Or even a mouse over or hover can be used in some instances like highlighting.

Here are a few where the Enter or Return key is pressed.

Any (almost) key or combination can be used.

It is generic as in many languages it is fairly similar.

```
bool Key(dword key, int count){
// bool MyApp::Key(dword key, int count){
    if (key == K_RETURN && Point1.HasFocus()) {
        Point1Action();
        return true;
    }
    if (key == K_RETURN && Point2.HasFocus()) {
        Point2Action();
        return true;
    }
    if (key == K_RETURN && Distance.HasFocus()) {
        DistanceAction();
        return true;
    }
    if (key == K_RETURN && Angle1.HasFocus()) {
        Angle1Action();
        return true;
    }
    if (key == K_RETURN && Angle2.HasFocus()) {
        Angle2<<="OK a2";
        return true;
    }
    if (key == K_RETURN && timezone.HasFocus()) {
String TZ;
TZ = ~timezone;
        tz = (int)atof(TZ);
//    tz = (int)atof(~timezone);
        return true;
    }
}
```

edit: I have two buttons that when clicked it is the same as pushing the Enter/Return key. It's handy on a tablet so the on screen keyboard does not have to be pulled up.
