If an EditField has fucus 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.