
Subject: Re: Function key to Button

Posted by [koldo](#) on Thu, 02 Jul 2020 20:18:53 GMT

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Hi Shwetha

You can capture virtual bool Key(), handle the key, and then call the parent window to handle the keys that your function doesn't. For example:

```
bool BtnTest::Key(dword key, int val) {  
    if(key == K_CTRL_S) {  
        btnEnter.DoAction();  
        return true;  
    } else  
        return TopWindow::Key(key, val);  
}
```
