Well,
I managed to solve the keyboard event handler adding a new ctrl: ImageCtrl in the area below the EditString Ctrl.
Now I need an example of how to use Function, Event and Gate to overload the member function of my instance of ImageCtrl
to deal with Paint method and Key event.
I searched the upp web site and forum but I didn't find an example even the examples program uses the old THISBACK macro.
I think callback mechanics should be explained better for newby. Thank you.