
Subject: Re: How to use LineEdit's default "Key" handler? no subclass

Posted by [peterh](#) on Sat, 05 Nov 2022 10:09:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

BTW, if your reason not to use a subclass is the GUI designer, then see here:

[https:// www.ultimatepp.org/forums/index.php?t=msg&th=10854&g_oto=58793&#msg_58793](https://www.ultimatepp.org/forums/index.php?t=msg&th=10854&g_oto=58793&#msg_58793)
