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Subject: EditField and the Enter Key[SOLVED]  
Posted by [Justin](#) on Tue, 23 May 2006 20:53:46 GMT  
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How would I be able to handle the Return/Enter Key when someone presses it while typing in an EditField?

Justin

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Subject: Re: EditField and the Enter Key  
Posted by [mirek](#) on Wed, 24 May 2006 09:15:49 GMT  
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Justin wrote on Tue, 23 May 2006 16:53: How would I be able to handle the Return/Enter Key when someone presses it while typing in an EditField?

Justin

Well, EditField does not accept K\_ENTER, so it gets passed up. Means you can handle it by overriding your top-level Ctrl's Key.

Mirek

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Subject: Re: EditField and the Enter Key  
Posted by [Justin](#) on Wed, 24 May 2006 16:10:31 GMT  
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How do I do that?

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Subject: Re: EditField and the Enter Key  
Posted by [mirek](#) on Wed, 24 May 2006 16:54:01 GMT  
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```
class MyApp : public WithMyAppLayout<TopWindow> {  
    virtual bool Key(dword key, int count);  
    .....
```

```
};  
  
bool MyApp::Key(dword key, int count)  
{  
    if(key == K_ENTER) {  
        .....  
        return true; // key accepted  
    }  
    return TopWindow::Key(key, count);  
}
```

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Subject: Re: EditField and the Enter Key  
Posted by [Justin](#) on Thu, 25 May 2006 23:59:10 GMT  
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Worked great. I had to check and see which control had focus for this to work properly, but everything worked out in the end. thanks

Justin

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