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

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 16:53How 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

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?

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);
}
```

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
