
Subject: LineEdit get Key press no subclass
Posted by [wakhshti](#) on Tue, 01 Nov 2022 17:46:53 GMT
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Main Window has a LineEdit widget. i want to get Keypress event.
no subclass, just the regular way?
is it possible or do i must subclass ?

```
-----  
// MainWindow (.h)
```

```
-----  
class MainWindow : public WithmainLayout<TopWindow>  
{  
public:  
    MainWindow();  
    LineEdit txtSearch;  
};
```

```
-----  
// MainWindow (.cpp)
```

```
-----  
#include "MainWindow.h"
```

```
MainWindow::MainWindow()  
{  
    CtrlLayout(*this, "MainWindow");
```

```
    // how to set Key(dword key, int count) event of txtSearch ?
```

```
}
```

Subject: Re: LineEdit get Key press no subclass
Posted by [mirek](#) on Wed, 02 Nov 2022 09:12:38 GMT
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Depends:

Do you want change the meaning of some key that is consumed by LineEdit? In that case, you indeed need to subclass LineEdit.

Do you want to catch some key that is ignored by LineEdit? If yes, just add Key virtual method to the main window - ignored keys are passed to parent (that is the purpose of Key bool return value).
