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

Posted by [wakhshti](#) on Wed, 02 Nov 2022 09:17:41 GMT

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how to use LineEdit, EditString, EditField default Key(press) handler?
there's many examples on how to use "Key(dword key, int count)" with subclass.
but how to use default Key press without subclassing?

(.h file)

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

(.cpp file)

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

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

    // txtSearch Key(dword key, int count) handler :
    txtSearch.Key = ??
}
```

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

Posted by [Lance](#) on Fri, 04 Nov 2022 01:04:49 GMT

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Hi Wakhshti,

I don't think these widgets support key event handler, so you will have to subclass them. However you can provide one in your subclass, then all objects of your subclass will be able to supply individual customised key event handler.

Here is a quick example. Let me know if you need further explanations.

Regards,
Lance

```

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

// subclass EditString, and define an Event(actually a Gate)
class MyEditString : public EditString
{
    bool Key(dword key, int rep)override
    {
        return (WhenKey && WhenKey(key, rep) ) ||
            this->EditString::Key(key, rep);
    }
public:
    Gate<dword, int> WhenKey;
};

// actually use it

class MyWin : public TopWindow
{
public:
    MyWin()
    {
        // the event handler will make the edit throw away key 'A';
        e.WhenKey = [=, this](dword key, int){
            return key == 'a' || key == 'A';
        };

        // the event handler will make the edit filter out digit key
        f.WhenKey = [=, this](dword key, int){
            return key >='0' && key <='9';
        };
        Add(e.TopPosZ(5).LeftPosZ(5));
        Add(f.TopPosZ(35).LeftPosZ(5));
    }

    MyEditString e, f;
};

GUI_APP_MAIN
{
    MyWin().Run();
}

```

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

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

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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&goto=58793&#msg_58793)
