
Subject: text box action with enter key

Posted by [nlneilson](#) on Wed, 10 Feb 2010 01:29:02 GMT

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After typing data into a text box how can an action be triggered when the enter key is pushed?

There are several examples in the tutorial and examples directories that work with data put into a text box but I could find none that worked directly with or triggered by the enter key.

A simple example would be two boxes. After text is entered into box 1 and then the enter key is pushed the data can be modified and then `box2<=<= modify(~box1);`

Seems like this is often used and an example in the tutorial would be of benefit to those learning upp.

In Java it is done like this:

```
public void propertyChange(PropertyChangeEvent e) {
    Object source = e.getSource();
    if (source == point1Field) {
        point1Action();
    }
    return;
}
```

edit: The Converter package in tutorial uses:

`value <=<= THISBACK(ValueChanged);`
but that picks up a change for each character and not just when all characters have been typed in and then the enter key pushed.

The characters could be checked for (13,10) OD,OA "\n" but it seems like something easier than this may have been implemented in upp if there are several text boxes. Especially when a string that ends with "\0" or "\n" is pasted into a box and action is not wanted until the enter key is pushed.

Subject: Re: text box action with enter key

Posted by [fudadmin](#) on Wed, 10 Feb 2010 03:31:47 GMT

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I was unhappy, too. So,

```
class LaunchField : public EditField
{
public:
    virtual bool Key(dword key, int count);
    Callback WhenEnter;
```

```

typedef LaunchField CLASSNAME;
LaunchField() {}

};

bool LaunchField::Key(dword key, int count)
{
    if(key == K_ENTER) {
        WhenEnter();
        return true;
    }
    return EditField::Key(key, count);
}

```

I hope you will know how to use WhenEnter? If not, ask.

Best regards, Aris

Subject: Re: text box action with enter key
 Posted by [nneilson](#) on Wed, 10 Feb 2010 04:49:15 GMT
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Thanks Aris. I am new to C++ GUI and upp.

I am lost on how to use the code you posted.

For a simple app re text only when enter key pushed (K_ENTER ?).

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{
    TopWindow app;
    app.SetRect(0, 0, 200, 60);
    EditField box1, box2;
    app.Add(box1.TopPosZ(0, 20).HSizePos());
    app.Add(box2.TopPosZ(20, 20).HSizePos());
```

```
    box2<=<= ~box1;
    // box2<=<= conv(~box1, units, decpl);
```

```
    app.Run();
}
```

Having the data typed into box1 go to box2 only when K_ENTER.

My upp Gui works good and converts angles decimal degrees to deg min sec, converts distance meters, km, feet, miles nautical miles, etc.

Calculate the geodesic distance with the Vincenty Formula/s. There are some situations where data typed in like miles it should be acted on by K_ENTER rather than and before a calculation function is called.

Subject: Re: text box action with enter key
Posted by [fudadmin](#) on Wed, 10 Feb 2010 12:07:24 GMT
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```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class LaunchField : public EditField
{
public:
    virtual bool Key(dword key, int count);
    Callback WhenEnter;

    typedef LaunchField CLASSNAME;
    LaunchField() {}
    ~LaunchField() {}
};

bool LaunchField::Key(dword key, int count)
{
    if(key == K_ENTER) {
        WhenEnter();
        return true;
    }
    return EditField::Key(key, count);
}

//=====

class MyApp : public TopWindow {
public:
    LaunchField box1, box2;

    void OnEnter1();

    typedef MyApp CLASSNAME;

    MyApp();
```

```

~MyApp() {}
};

MyApp::MyApp()
{
    box1.WhenEnter = THISBACK(OnEnter1);

    Add(box1.TopPosZ(0, 20).HSizePos());
    Add(box2.TopPosZ(20, 20).HSizePos());

    SetRect(0, 0, 200, 60); //if you really need

    Zoomable().Sizeable().Title("CallbackField Demo");
}

void MyApp::OnEnter1()
{
    box2<=<= ~box1;
    PromptOK("you can launch a rocket from here! but better replace me with your code!");
}

//=====

GUI_APP_MAIN
{
    MyApp app;
    app.Run();
}

```

I hope to hear something from you... like ... more questions!

Aris

Subject: Re: text box action with enter key
 Posted by [nneilson](#) on Wed, 10 Feb 2010 19:37:47 GMT
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Thanks Aris! I will try that tonight, the code looks good.

Subject: Re: text box action with enter key
 Posted by [unodgs](#) on Wed, 10 Feb 2010 20:17:53 GMT

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I think WhenEnter should be part of EditField. It's used by too many people

Subject: Re: text box action with enter key
Posted by [nneilson](#) on Wed, 10 Feb 2010 21:52:11 GMT
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Thanks for the code Aris, it works great.

I agree with unodgs. Code that does this should be in the upp lib.

Plus an example in tutorial. Having this explained in the Manual and/or in the Gui Tutorial would be good.

Subject: Re: text box action with enter key
Posted by [koldo](#) on Thu, 11 Feb 2010 07:09:33 GMT
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unodgs wrote on Wed, 10 February 2010 21:17 I think WhenEnter should be part of EditField. It's used by too many people
I agree.

In this case and in others some virtual functions could be converted into When...() functions.

Subject: Re: text box action with enter key
Posted by [mirek](#) on Thu, 11 Feb 2010 20:22:48 GMT
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OK, WhenEnter is in U++ now...

Subject: Re: text box action with enter key
Posted by [mirek](#) on Thu, 11 Feb 2010 20:25:24 GMT
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nneilson wrote on Tue, 09 February 2010 20:29
In Java it is done like this:

```
public void propertyChange(PropertyChangeEvent e) {  
    Object source = e.getSource();  
    if (source == point1Field) {  
        point1Action();  
    }  
}
```

```
return;
}
}
```

You can do very similar thing in U++, as key delivery starts at focused widget, but moves up until Key returns true.

So you can do

```
void MyDialogWindow::Key(dword code, int)
{
    if(point1Field.HasFocus()) {
        point1Action();
        return;
    }
}
```

Good to know to manage some more complex cases...

Subject: Re: text box action with enter key
Posted by [nneilson](#) on Thu, 11 Feb 2010 21:32:48 GMT
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Thanks Mirek, that was fast.

I have 1952, I will find out how to load the updater module for the /live_update.

I appreciate your example code that is similar to Java.

```
void MyDialogWindow::Key(dword code, int)
{
    if(point1Field.HasFocus()) {
        point1Action();
        return;
    }
}
```

Since I have used this in Java this may be the way to port that to U++.

Subject: Re: text box action with enter key
Posted by [nneilson](#) on Fri, 12 Feb 2010 00:00:35 GMT
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I had to search and tinker a bit but this works good.

```
bool MyApp::Key(dword key, int count){  
if (key == K_RETURN && Point1.HasFocus()) {  
    Point2<<="OK";  
//    Point1Action();  
    return true;  
}  
}
```

Now I can just remove Point2<<="OK"; and tie my "...Action()"/s in directly rather than just depend on clicking menu items.

GREAT HELP!!

Thanks

Subject: Re: text box action with enter key
Posted by [mirek](#) on Sat, 13 Feb 2010 10:59:52 GMT
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Ops, sorry for the quirk in the example. Must have been tired or something...

Subject: Re: text box action with enter key
Posted by [nneilson](#) on Sat, 13 Feb 2010 11:32:57 GMT
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That's OK, sent me in the right direction.

Works Great, thanks for the help.
