
Subject: "Enter" code
Posted by [nlneilson](#) on Sat, 22 Sep 2012 03:19:41 GMT
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What code is equivalent to pressing the enter key?

With a tablet computer with the control by a mouse and there is no keypad how can the "Enter" action be included?

An example is using copy and paste into a text field.
Or editing data in a text field.
With a keyboard pressing "Enter" something can be done.

It may have been in a java app where a small box when clicked it was the same as pressing the "Enter" key.

In U++ how can this be done?

Subject: Re: "Enter" code (Solved)
Posted by [nlneilson](#) on Sat, 22 Sep 2012 05:37:44 GMT
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I recall partially how it was done before.
A small box at the end of the edit field when clicked would act as pressing the "Enter" key, like a button or whatever.
It would check the data in the edit field and if valid would process and display the data in decimal degrees, deg min or deg min sec and set the number of decimal places.

When I ported the java code to C++ with a U++ GUI the mouse click was not included. Now that it is being tested on tablets without a keyboard the code will be modified to work with a mouse click.

Subject: Re: "Enter" code (Solved)
Posted by [koldo](#) on Sat, 22 Sep 2012 12:26:11 GMT
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Hello Nlneilson

In Bazaar/SysInfo you can find all the tools to simulate key pressing and mouse moving and clicking for Windows and Linux.

```
bool Mouse_GetPos(long &x, long &y);  
bool Mouse_SetPos(long x, long y, long windowId);  
  
void Mouse_LeftClick();
```

```
void Mouse_LeftDown();
void Mouse_LeftUp();
void Mouse_MiddleClick();
void Mouse_MiddleDown();
void Mouse_MiddleUp();
void Mouse_RightClick();
void Mouse_RightDown();
void Mouse_RightUp();
void Mouse_LeftDbClick();
void Mouse_MiddleDbClick();
void Mouse_RightDbClick();
```

```
void Keyb_SendKeys(String text, long finalDelay = 100, long delayBetweenKeys = 50);
```

You can find more info here: [http://www.ultimatepp.org/src\\$SysInfo\\$SysInfo\\$en-us.html](http://www.ultimatepp.org/src$SysInfo$SysInfo$en-us.html)

Subject: Re: "Enter" code

Posted by [nneilson](#) on Sat, 22 Sep 2012 17:48:49 GMT

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Hi Koldo

SysInfo is a good link.

But that is what info can be obtained.

What I was trying to find is something that was equivalent to pressing "Enter" but with a mouse click.

First I realized there must be something to click on.

A left click gives the EditField scope and places the cursor in the characters.

A right click brings up options.

Without getting into a center click something else needed to be clicked.

Then pressing "Enter" in U++ is:

```
if (key == K_RETURN && Point1.HasFocus()) {
    Point1Action();
    return true;
}
```

then the action:

```
void Point1Action() { // Point1 is an edit field
if (~Point1 != ""){
Ln = ~Point1;
Ln = parseLatLon(Ln);
```

```
So an EditField P1 for one character like < then
if (Mouse_LeftClick() && P1.HasFocus()) {
    Point1Action();
    return true;
}
```

I will try this and see if it will work.

It has been a few years since doing this and then it was in java

Thanks Koldo

Subject: Re: "Enter" code
Posted by [nlneilson](#) on Sat, 22 Sep 2012 18:56:20 GMT
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```
if (Mouse_LeftClick() && P1.HasFocus()) {
    Point1Action();
    return true;
}
```

This error comes up:
error C2065: 'Mouse_LeftClick()' : undeclared identifier

What has been left out?

Subject: Re: "Enter" code
Posted by [nlneilson](#) on Sun, 23 Sep 2012 05:01:24 GMT
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I looked at the Button example and tried this:
// button <<= THISBACK(Click);
P1 <<= THISBACK(p1Enter);

```
void p1Enter(){
    Point1Action();
}
```

I have:
Button P1;

P1 <<= THISBACK(p1Enter);
throws errors

The p1Enter() works OK from a sub menu but I would like just clicking on the button to work.

With just the U++ core code rather than getting into
void Mouse_LeftClick(); if that can be done.

Subject: Re: "Enter" code (Solved and working OK)
Posted by [nneilson](#) on Sun, 23 Sep 2012 05:45:00 GMT
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It depended on where the THISBACK was placed, just after menu.Set(THISBACK(MainMenu));
worked OK.

Also was able to call Point1Action directly.

```
menu.Set(THISBACK(MainMenu)); // Set the menu callback  
P1 <<= THISBACK(Point1Action);  
P2 <<= THISBACK(Point2Action);
```

edit: The only thing that was necessary was to:
create a button in dlg.lay

Button P1;

```
P1 <<= THISBACK(Point1Action)
```
