
Subject: How to capture Key Press events?

Posted by [lectus](#) on Sun, 02 Dec 2012 01:03:01 GMT

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How to do something when the user types on a EditString?

Subject: Re: How to capture Key Press events?

Posted by [dolik.rce](#) on Sun, 02 Dec 2012 06:38:25 GMT

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lectus wrote on Sun, 02 December 2012 02:03How to do something when the user types on a EditString?

There is WhenAction callback just for this

```
struct App : TopWindow {
    typedef App CLASSNAME;
    EditString s;
    Label l;
    App(){
        Add(s.HSizePosZ(5,5).TopPosZ(5,25));
        Add(l.HSizePosZ(5,5).TopPosZ(35,25));
        s.WhenAction << THISBACK(DoSomething);
    }
    void DoSomething(){
        l.SetLabel("Length: "+IntStr(AsString(~s).GetCharCount()));
    }
};
```

Best regards,
Honza

Subject: Re: How to capture Key Press events?

Posted by [lectus](#) on Sun, 02 Dec 2012 12:44:28 GMT

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I see. Thanks!

So, the WhenAction callback is mostly a generic callback, right? Depends on the type of Ctrl.

In the case of a EditField (or derivate) it will get called when the user presses a key.

Subject: Re: How to capture Key Press events?

Posted by [nneilson](#) on Sun, 02 Dec 2012 13:13:34 GMT

If an EditField has focus and key/s are pressed (or on release) then a function can be called. Or even a mouse over or hover can be used in some instances like highlighting. Here are a few where the Enter or Return key is pressed. Any (almost) key or combination can be used. It is generic as in many languages it is fairly similar.

```
bool Key(dword key, int count){
// bool MyApp::Key(dword key, int count){
    if (key == K_RETURN && Point1.HasFocus()) {
        Point1Action();
        return true;
    }
    if (key == K_RETURN && Point2.HasFocus()) {
        Point2Action();
        return true;
    }
    if (key == K_RETURN && Distance.HasFocus()) {
        DistanceAction();
        return true;
    }
    if (key == K_RETURN && Angle1.HasFocus()) {
        Angle1Action();
        return true;
    }
    if (key == K_RETURN && Angle2.HasFocus()) {
        Angle2<<="OK a2";
        return true;
    }
    if (key == K_RETURN && timezone.HasFocus()) {
        String TZ;
        TZ = ~timezone;
        tz = (int)atof(TZ);
//    tz = (int)atof(~timezone);
        return true;
    }
}
```

edit: I have two buttons that when clicked it is the same as pushing the Enter/Return key. It's handy on a tablet so the on screen keyboard does not have to be pulled up.

Subject: Re: How to capture Key Press events?
Posted by [lectus](#) on Sun, 02 Dec 2012 13:42:16 GMT
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dolik.rce wrote on Sun, 02 December 2012 01:38 There is WhenAction callback just for this

This is very handy feature. I used this in a EditString so when the user types something the code will reload the arrayctrl filtering with SQL whatever the user typed.

U++ produces great user experience in applications.

Subject: Re: How to capture Key Press events?

Posted by [dolik.rce](#) on Sun, 02 Dec 2012 13:56:54 GMT

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lectus wrote on Sun, 02 December 2012 13:44So, the WhenAction callback is mostly a generic callback, right? Depends on the type of Ctrl.

Yes, it is very generic. In some Ctrls it might even never be called The general idea is that it is called whenever the "value" of the widget changes. However given how generic it is, it can do pretty much anything, depending on what the author of the widget deems useful, so it is always better to check the docs or code to see when you can expect it to be executed and when not.

What nneilson mentioned is another way to achieve this by inheritance and method overloading. It can be used too, should be bit more general (you can use it even for Ctrls where WhenAction callback usage is not/badly implemented), but it is most probably overkill in this case

Quote:U++ produces great user experience in applications. That's one of the main goals, IIRC

Honza

Subject: Re: How to capture Key Press events?

Posted by [mirek](#) on Fri, 14 Dec 2012 13:55:13 GMT

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dolik.rce wrote on Sun, 02 December 2012 08:56The general idea is that it is called whenever the "value" of the widget changes.

By USER ACTION.

It is fundamental to know that assigning value to widget does NOT trigger WhenAction.

Subject: Re: How to capture Key Press events?

Posted by [dolik.rce](#) on Sat, 15 Dec 2012 08:39:00 GMT

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mirek wrote on Fri, 14 December 2012 14:55dolik.rce wrote on Sun, 02 December 2012 08:56The

general idea is that it is called whenever the "value" of the widget changes.

By USER ACTION.

It is fundamental to know that assigning value to widget does NOT trigger WhenAction.

Oh, right... I completely forgot to mention that Sorry.
