
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 similiar 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...
