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 sublassing?

(.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 = ??
}
```